

Balt.

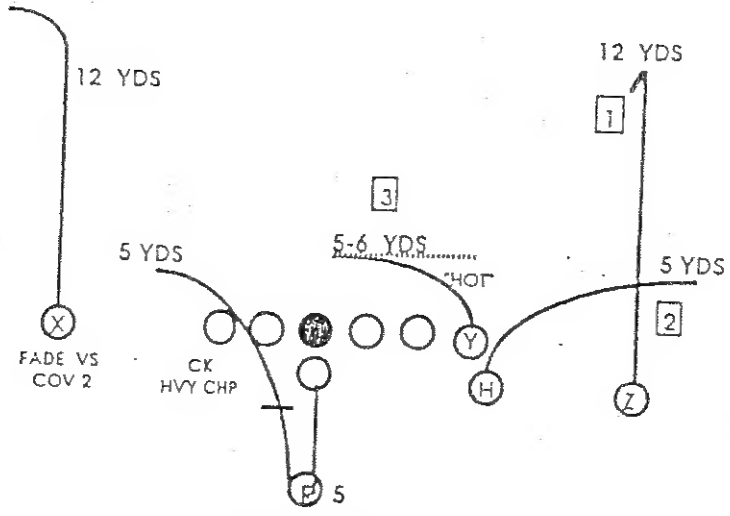
Ravens

1999

Brian  
Bullick

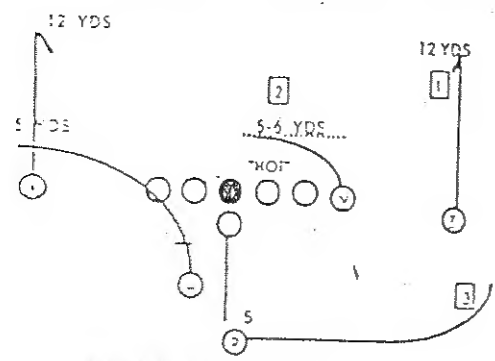
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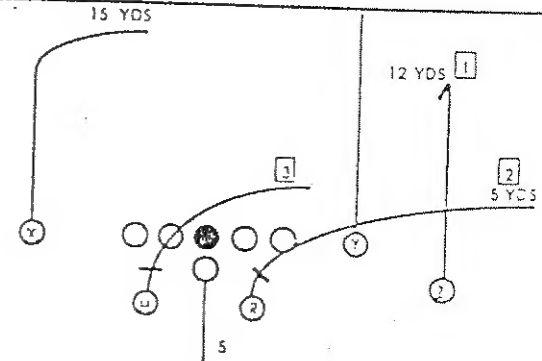


SCAT 316 (T) (3) TRIPS VAR

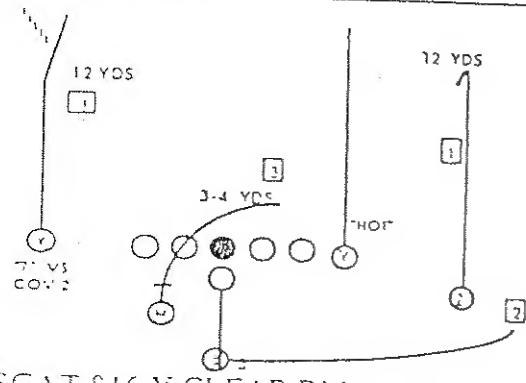
REC	ROUTE	QB NOTES:	COMMENTS:
X	3	1. 5 STEP DROP 2. FIND CONTROL DEFENDER 3. M MUST BE ACCURATE 4. DON'T FORGET PIVOT 5. IF YOU GO TO "3": KNOW SOMETHING	1. "6" MUST GET GOOD BURST 2. PIVOT BE PATIENT BUT ACTIVE
Y	PIVOT		
Z	REG 6		
R	CK FLAT (HVY CHIP)		
H	FLAT		
TYPE	HORIZONTAL		



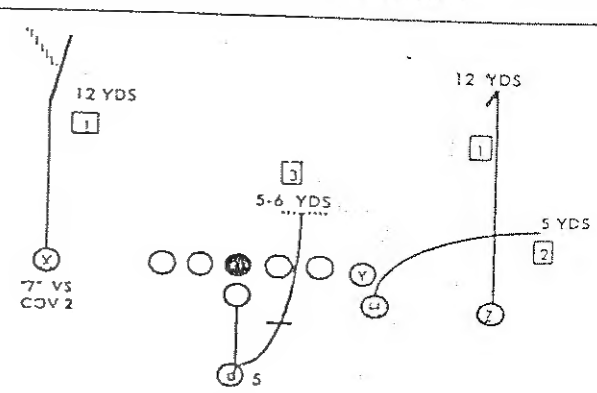
SCAT 616 RM (R) (T) FEAR



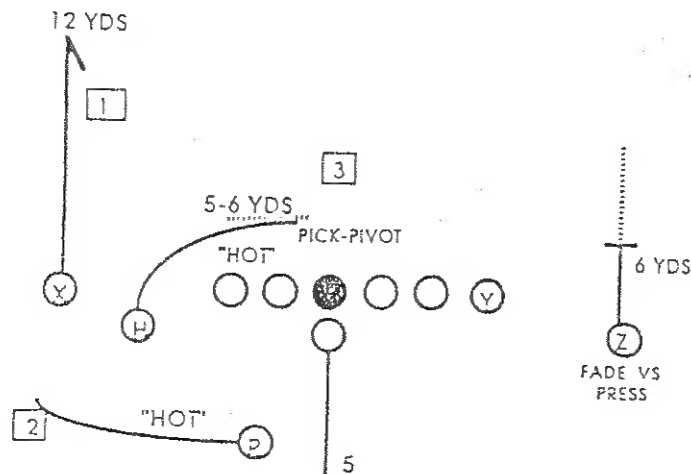
BASE 416 Y CLEAR (R) (E) CHANGE



SCAT 816 Y CLEAR RM (T) (3) TRIPS VAR

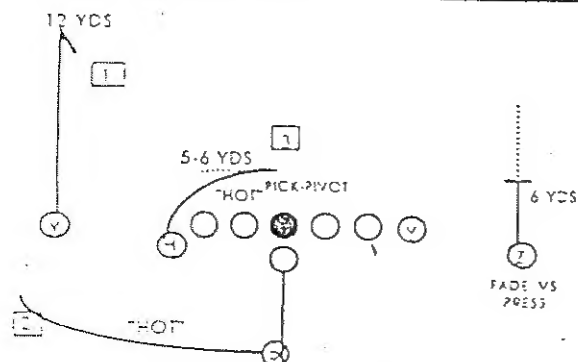


OPTION 816 (T) (3) TRIPS VAR

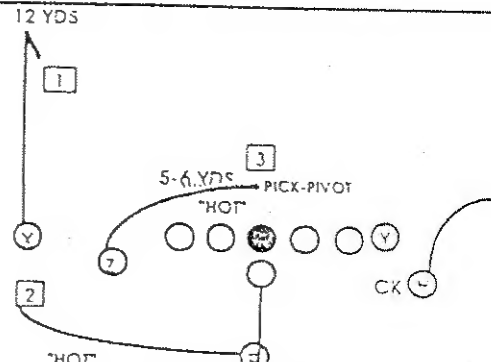


H/L "HOT" 6 PIVOT M (2) D3L

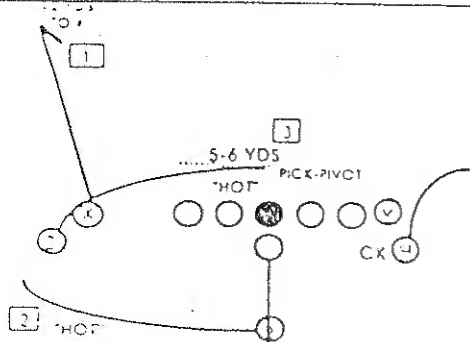
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N	REG 6	<ol style="list-style-type: none"> <li>1. 5 STEP DROP</li> <li>2. FIND CONTROL DEFENDER</li> <li>3. M MUST BE ACCURATE</li> <li>4. DON'T FORGET PIVOT</li> <li>5. DON'T PASS UP A PROFIT (HITCH)</li> </ol>	<ol style="list-style-type: none"> <li>1. "6" MUST GET GOOD BURST</li> <li>2. PIVOT BE PATIENT BUT ACTIVE</li> </ol>
Y	BLOCK		
Z	HITCH		
R	M		
H	PIVOT		
TYPE	HORIZONTAL		



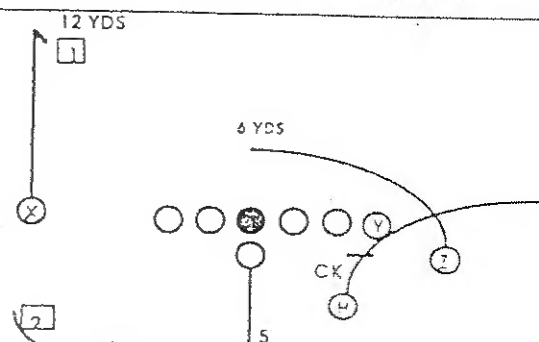
H/L "HOT" 6 PIVOT M (1) SPREAD



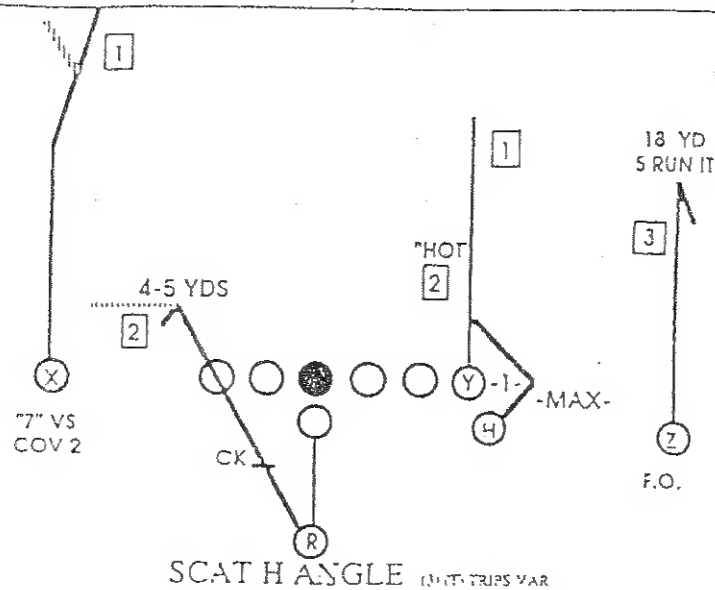
SCRAM 6 PIVOT M (3) CHAIN



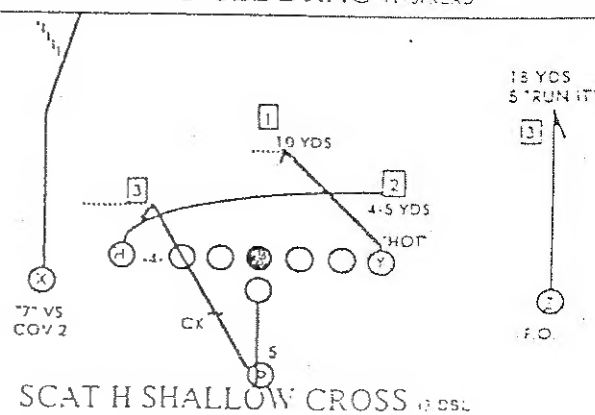
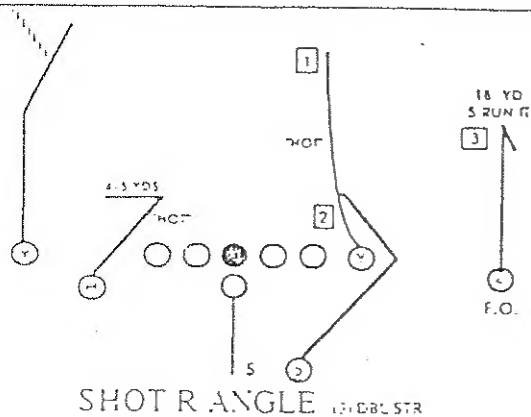
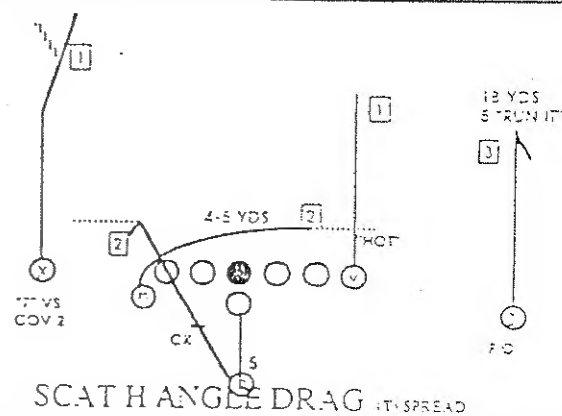
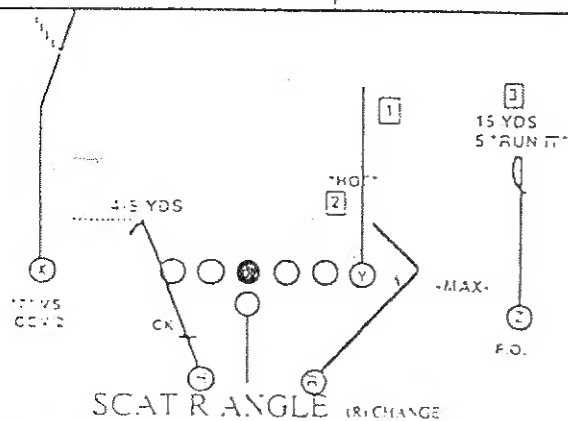
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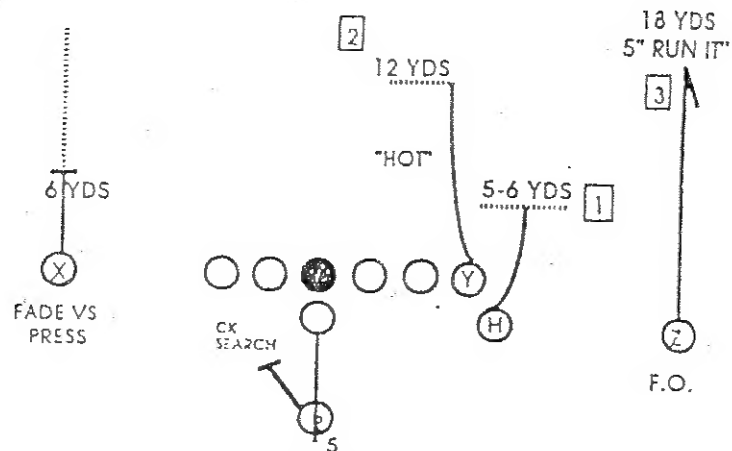


SCRAM 6 Z PIVOT M (1) INLINE



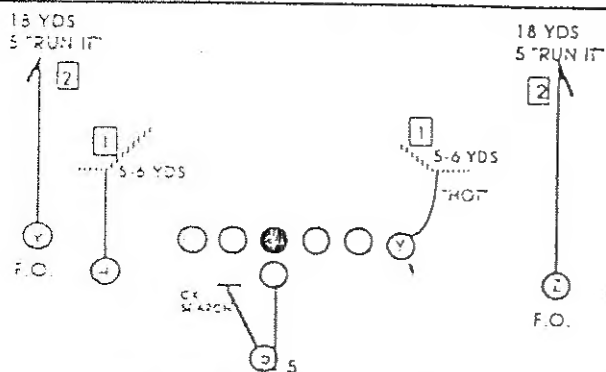
REC	ROUTE	QB NOTES:	COMMENTS:
X	BANG "8"	1. 5 STEP DROP	1. ANGLE MUST BE PRECISE
Y	CLEAR SEAM	2. TRUE SCAT PROTECTION	2. R MUST GET WIDTH
Z	5 "RUN IT"	3. MUST BE ACCURATE	3. Z MUST NOT GET LAZY
R	CK DOWN	4. DON'T FORGET R	4. DRAGS MUST HAVE EYE CONTACT WITH QB
H	ANGLE	5. MUST KNOW HOTS	
TYPE	ISOLATION	6. BANG "8" MUST BE A PRE-SNAP DECISION. "KNOW SOMETHING"	



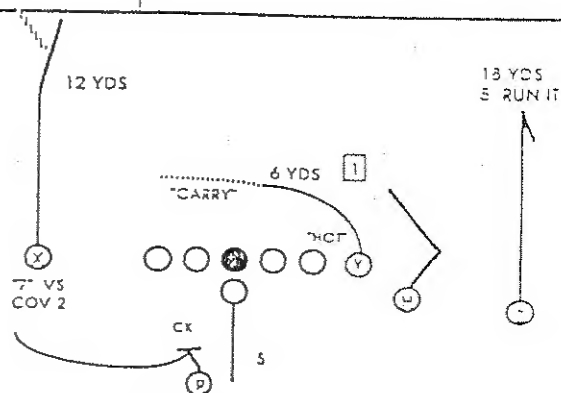


SCAT H DODGE (T) (3) TRIPS VAR

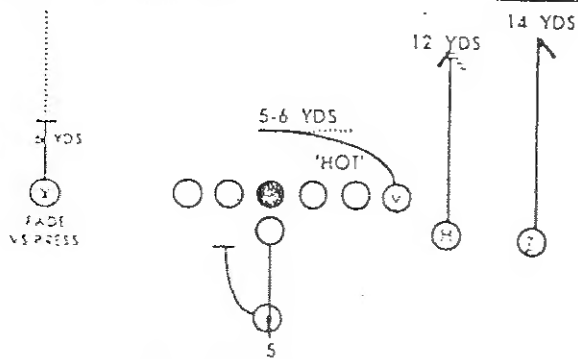
REC	ROUTE	QB NOTES:	COMMENTS:
N	HITCH	1. 5 STEP DROP	1. DODGE MUST BE DECISIVE
Y	INSIDE 6	2. MUST BE ACCURATE	2. INSIDE 6 MUST FIND WINDOW
Z	5 "RUN IT"	4. DON'T FORGET "6"	3. Z MUST NOT GET LAZY
R	CK SEAM	BE AWARE OF WILL	4. INSIDE "6" IS HOT ON DODGES
H	DODGE	5. MUST KNOW HOT	
TYPE	ISOLATION	6. HITCH IS A PRE-SNAP DECISION	



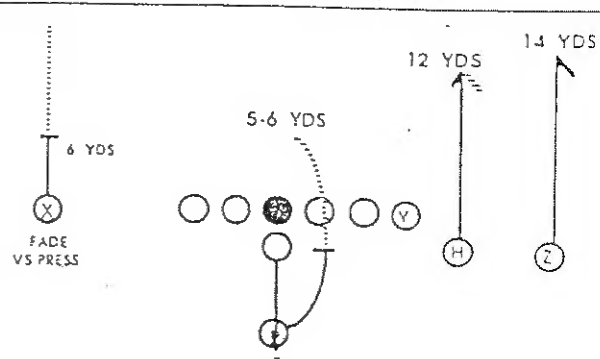
SCAT DBL DODGE (3) DBL



SCAT HAPPY (3) TRAIN



SCAT GIANT (3) TRAIN



OPTION GIANT (3) TRAIN

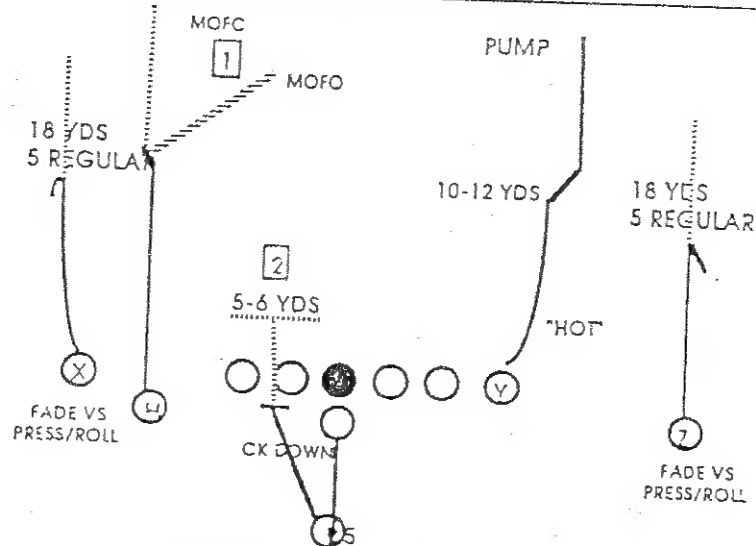




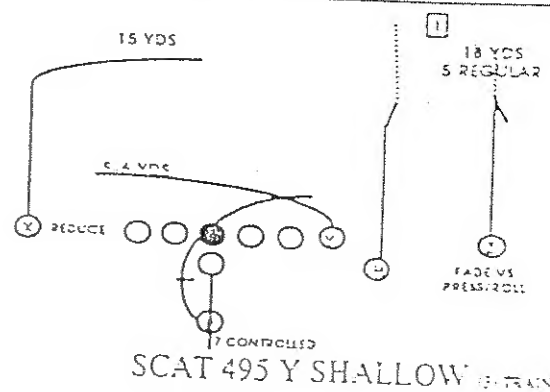
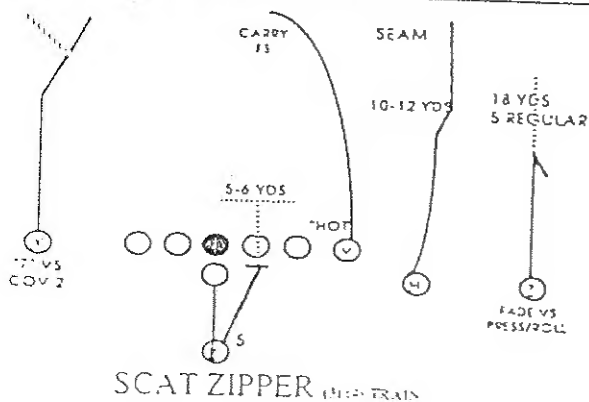
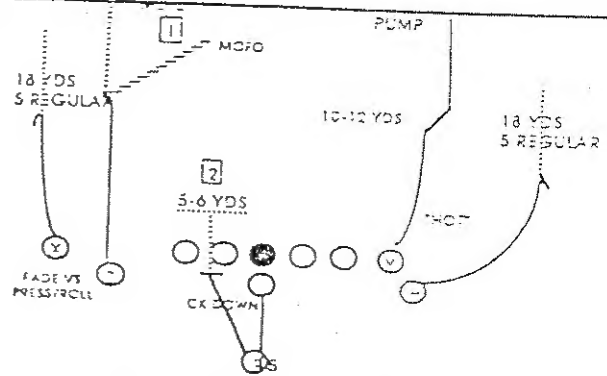
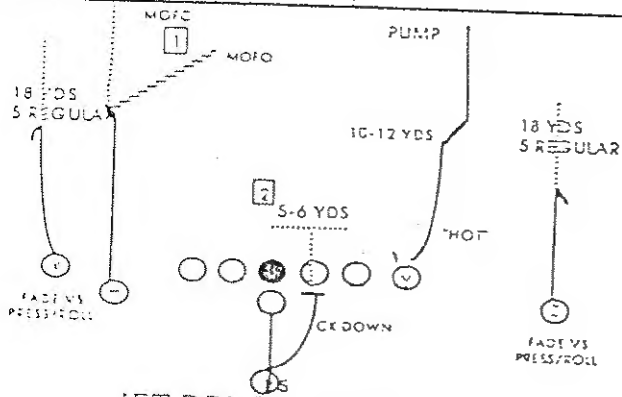


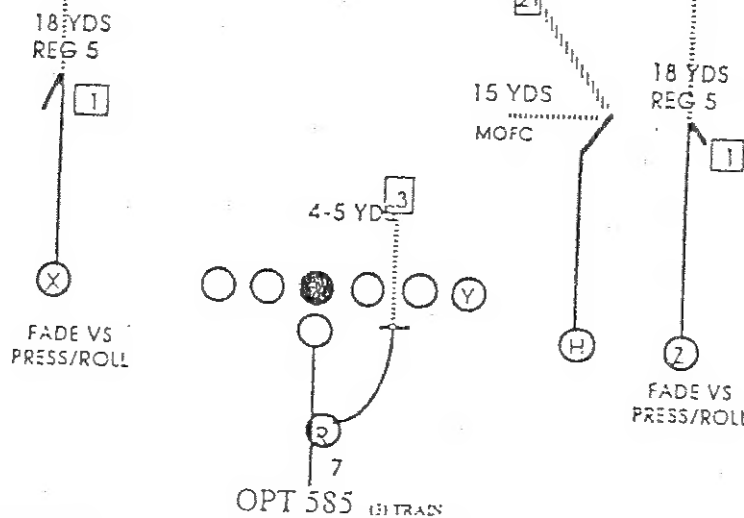
PASS: DBL PUMP

PROTECTIONS: SCAT

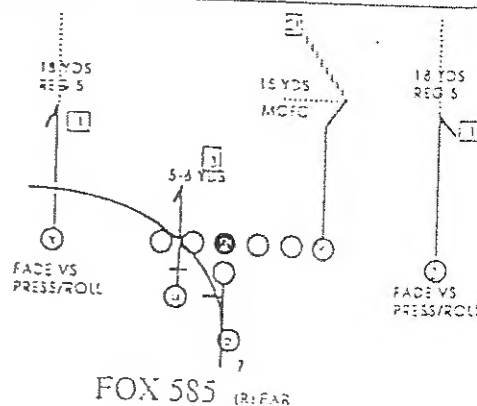
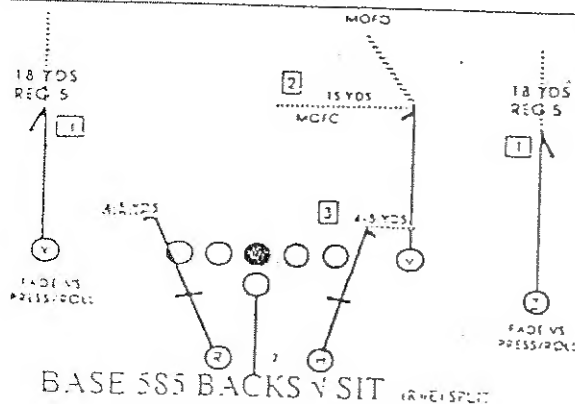
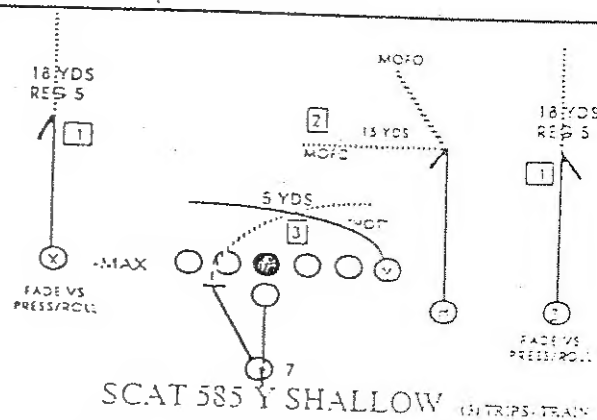
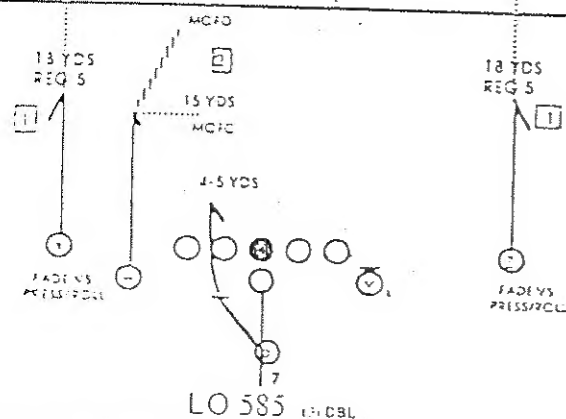


REC	ROUTE	QB NOTES:	COMMENTS:
X	REG "5"-STAY WIDE	1. 5 STEP DROP 2. READ SAFTIES 3. KNOW HOTS 4. DON'T FORGET CK DOWN 5. KNOW D/D	1. 5's MUST WIN ON OUTSIDE 2. WO KEEP WIDTH ON FADE 3. PUMP STAY ON #5 4. BENDER MUST GET UNDER COV 2 SAF.
Y	PUMP		
Z	REG "5" STAY WIDE		
R	CK DOWN		
H	SEAM "8"		
TYPE	VERTICAL		

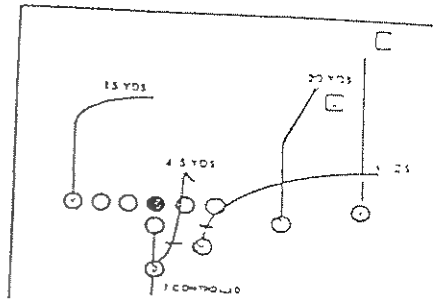
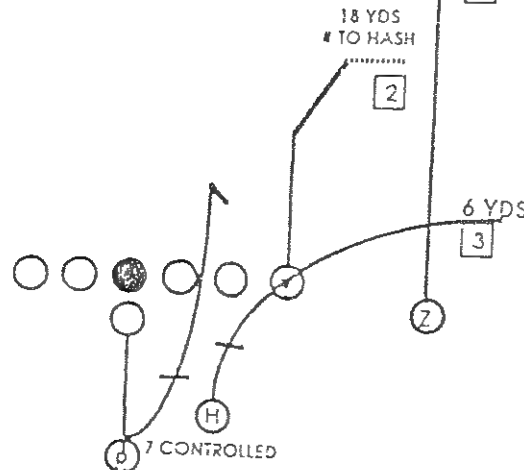
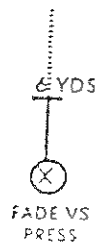




REC	ROUTE	QB NOTES:	COMMENTS:
X	REG "5"	1.7 STEP DROP 2. WILL USUALLY CALL A BACK INTO ROUTE (DELAY-FLAT) 3. WORK INSIDE S VS 2-5's VS OFF	1. INSIDE S MUST NOT GET JAMMED 2. 5's MUST WIN ON THE OUTSIDE 3. BACK'S WILL USUALLY GET CALLED INTO ROUTE
Y	BLOCK		
Z	REG "5"		
R	CK DOWN		
H	INSIDE S		
TYPE	VERTICAL		

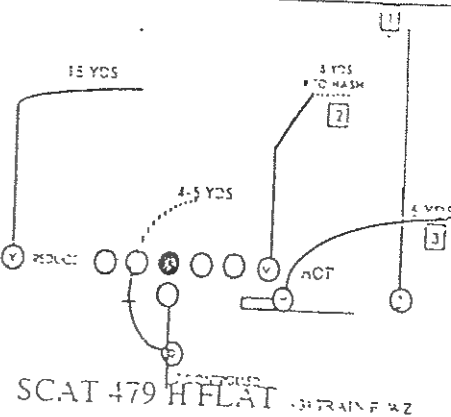
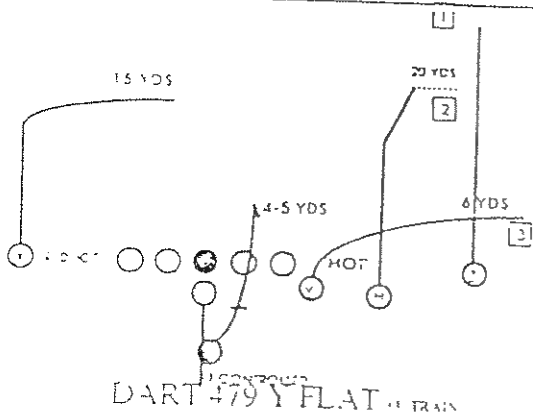
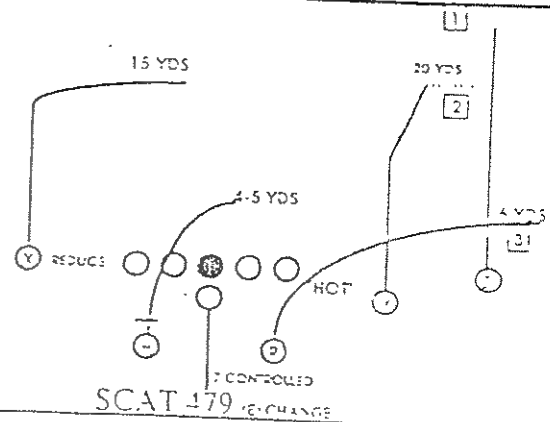
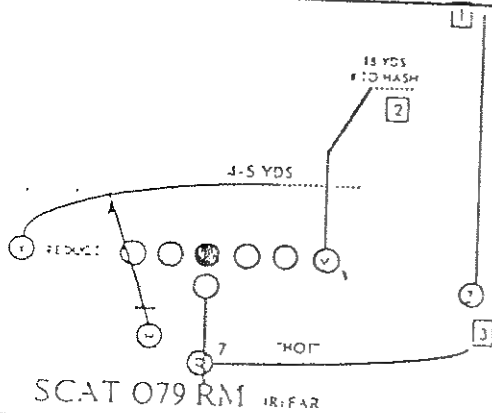






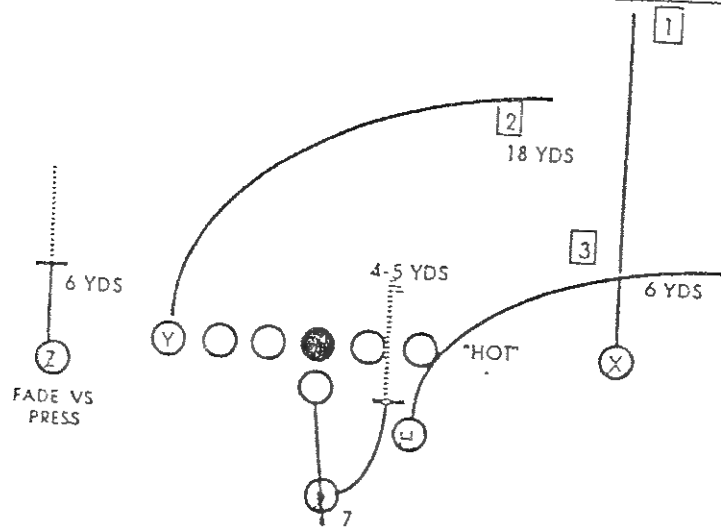
PHB 'HOUND' Y DIVIDE (R) NEAR

REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1.7 STEP DROP	1. DIVIDE MUST GET DEPTH
Y	DIVIDE	2. SOLID FAKE	2. R MUST HAVE GOOD PLAY FAKE
Z	CLEAR	3. BE ALERT FOR CORNER FALLING BACK TO DIVIDE	3. R DONT KNOCK OFF OL ON WAY OUT
K	W SIT		
H	CK FLAT		
TYPE: 3 LEVEL THROW			



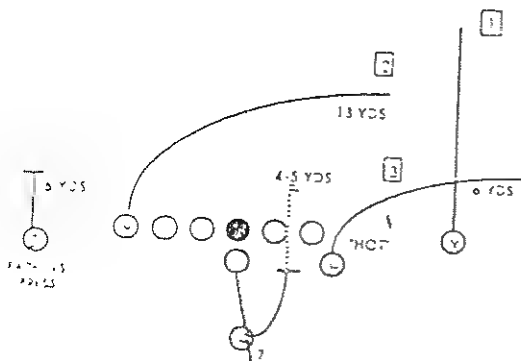
PASS: WILLIE-WACO

PROTECTIONS: H/L-BASE-JET-DART-OPTION

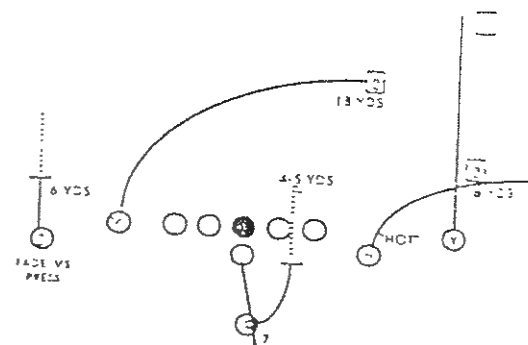


DART WILLIE (R) FAK

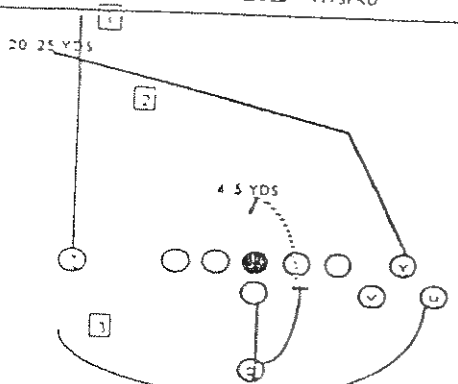
REC	ROUTE	QB NOTES:	COMMENTS:
N	GO	1. 7 STEP DROP 2. SOLID PLAY FAKE 3. BE ALERT FOR WK CORNER FALLING BACK TO CROSS	1. CROSS MUST GAIN GROUND 2. R MUST HAVE GOOD PLAY FAKE 3. R DONT KNOCK OFF OL ON WAY OUT
Y	CROSS		
Z	POST		
R	DOWN		
H	FLAT		
TYPE	3 LEVEL THROW		



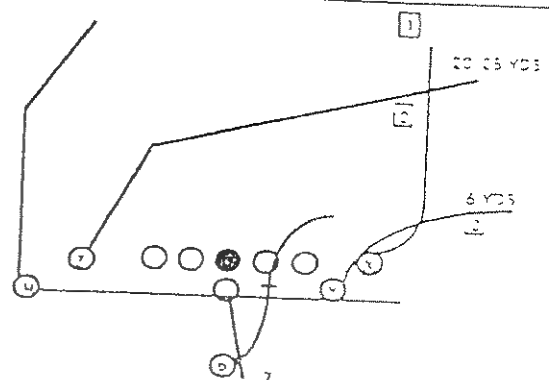
DART WILLIE (17-SPRO)



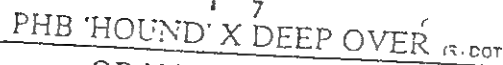
DART WILLIE (17-ROCKET)



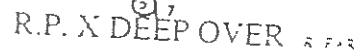
OPTION WACO (17-BUNCHOVER)



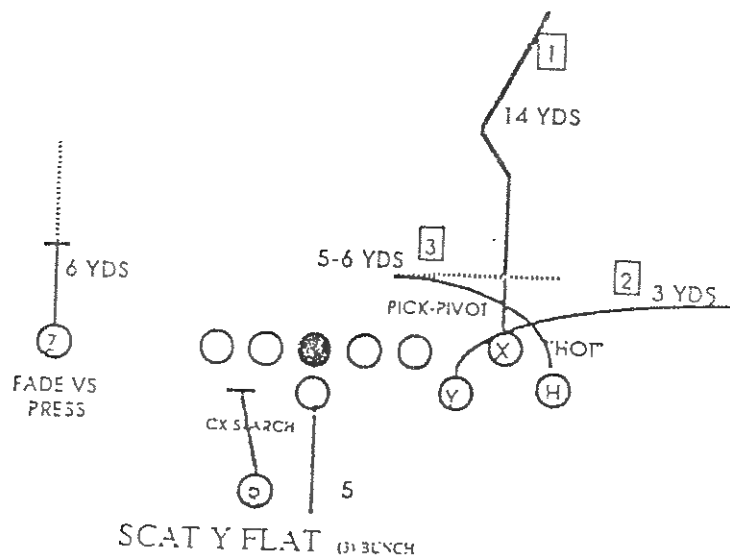
DART SAMMY (17-BUNCHW2)



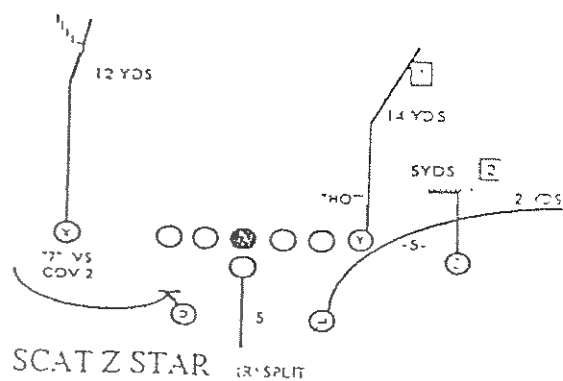
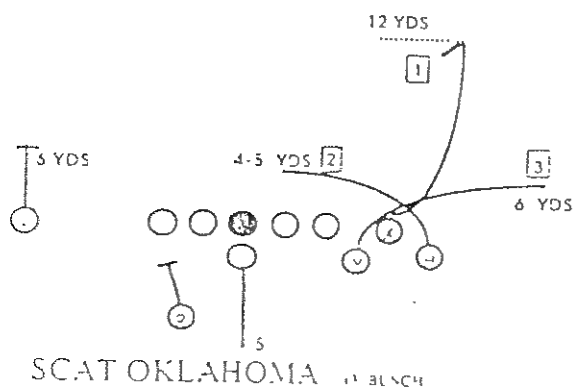
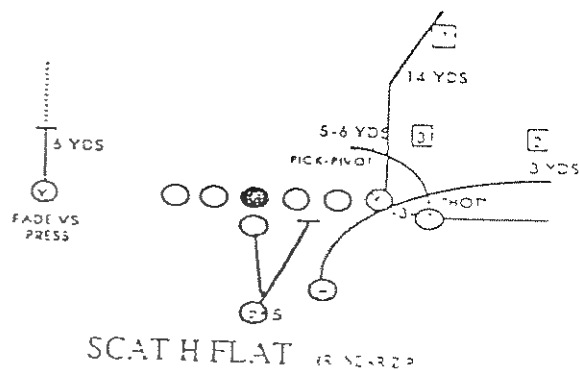
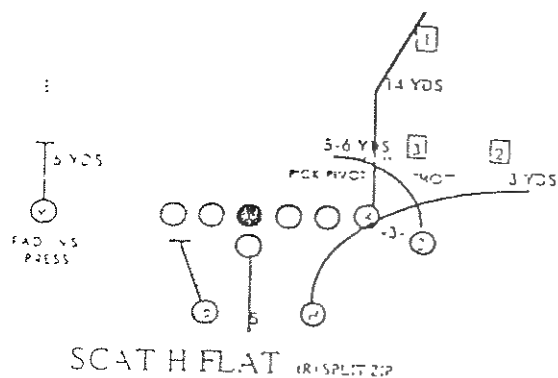
REC	ROUTE
N	DEEP OVER
Y	SHALLOW
Z	BIG'S
R	CK DOWN
H	CK FLAT
TYPE	3 LEVEL THROW



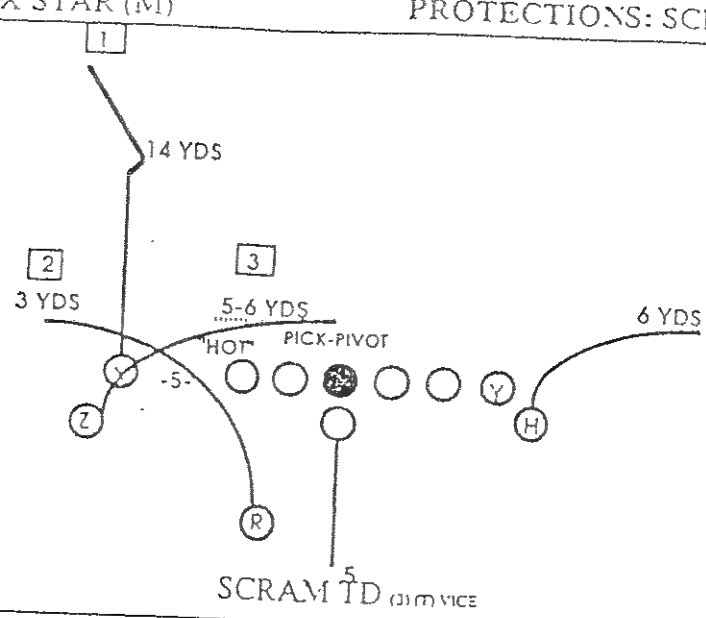
# PASS: FLAT - Z STAR-OKLAHOMA (STR) PROTECTIONS: SCAT



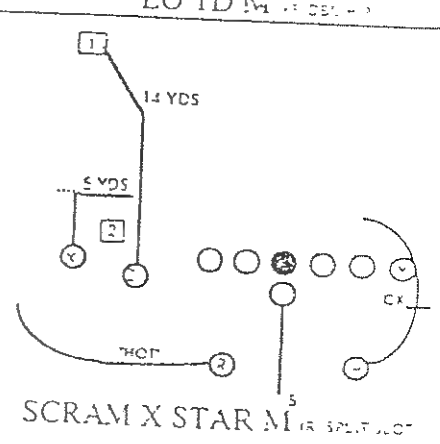
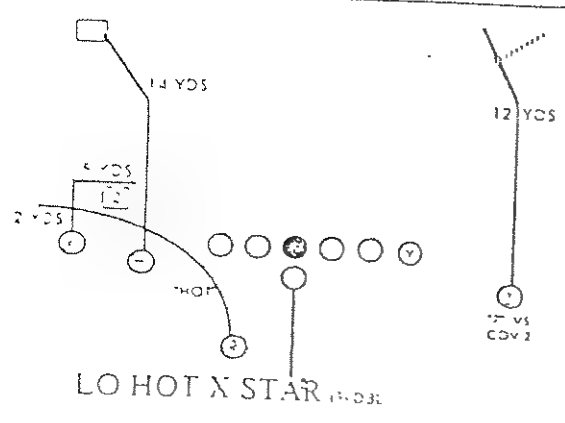
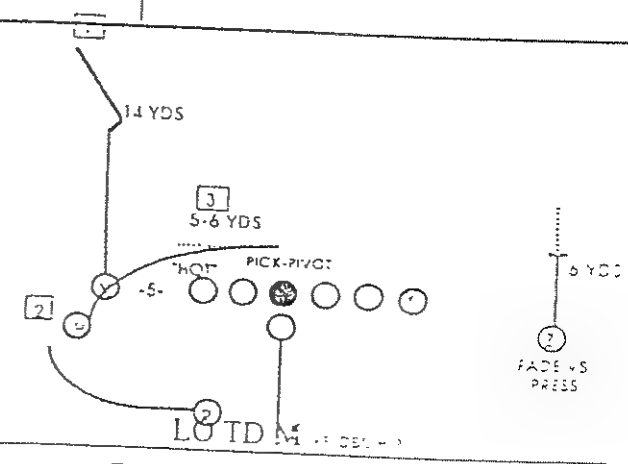
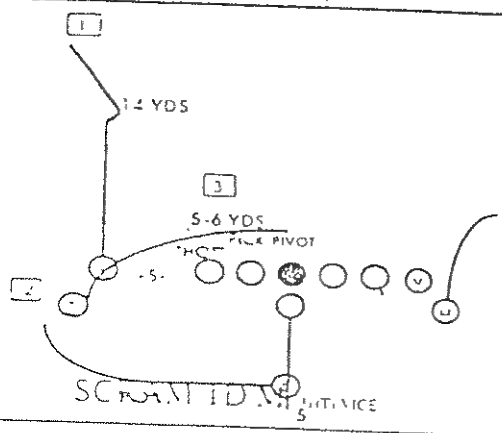
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 5 STEP DROP 2. PIVOT IS HOT 3. MAY HAVE TO BUY SOME TIME WITH YOUR DROP 4. Z IS A PRE SNAP DECISION 5. STRONG VERSION OF SCRAM TD	1. R CAN BE RUN FROM "T" AND "Q" 2. "7" CAN NOT GET JAMED 3. PIVOT NEEDS TO GET EYE CONTACT WITH QB.
Y	FLAT		
Z	PIVOT		
R	BLOCK		
H	"7"		
TYPE	"GO" PACKAGE		



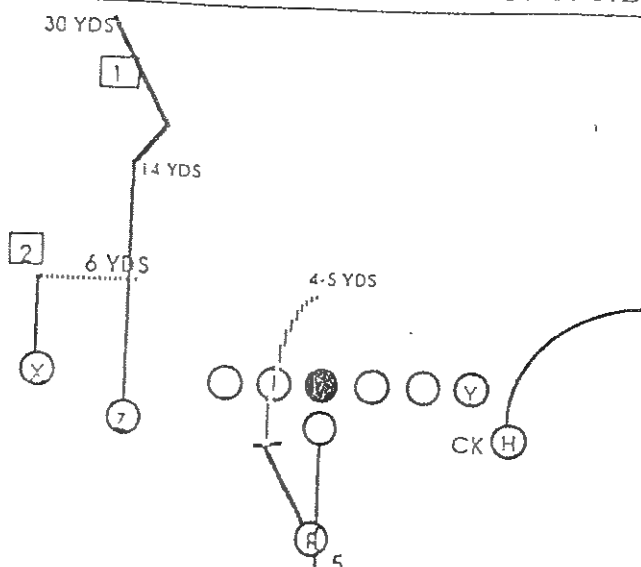




REC	ROUTE	QB NOTES:	COMMENTS:
X	"7"	1. 5 STEP DROP	1. R CAN BE RUN FROM "T" AND "Q" 2. "7" CAN NOT GET JAMMED 3. PIVOT NEEDS TO GET EYE CONTACT WITH QB.
Y	BLOCK	2. PIVOT IS HOT ON SCRAM	
Z	PIVOT	3. MAY HAVE TO BUY SOME TIME WITH YOUR DROP	
R	FLAT	4. H IS A GOOD BAIL OUT THROW	
H	CK PEEL	5. WK VERSION OF Y FLAT	
TYPE "GO" PACKAGE			

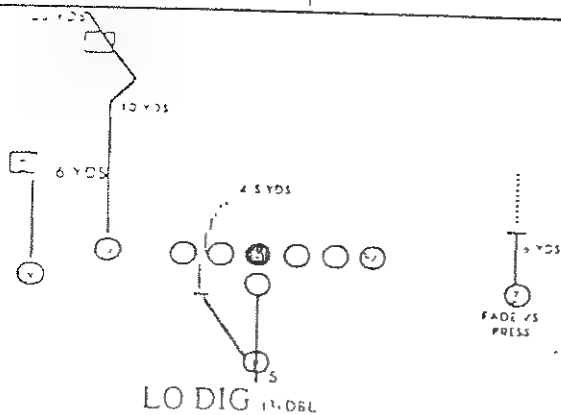


PROTECTIONS: F/L-H/L-OPTON-SCAT-JET

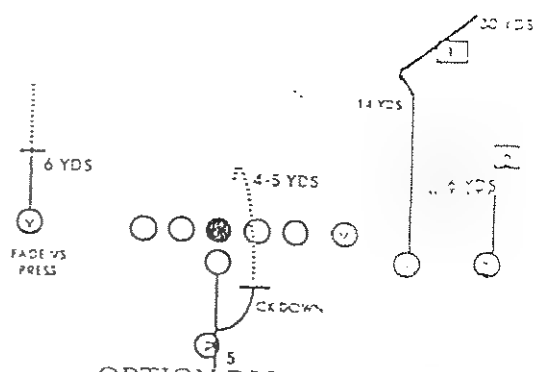


LIGHTNING DIG MOUNTAIN

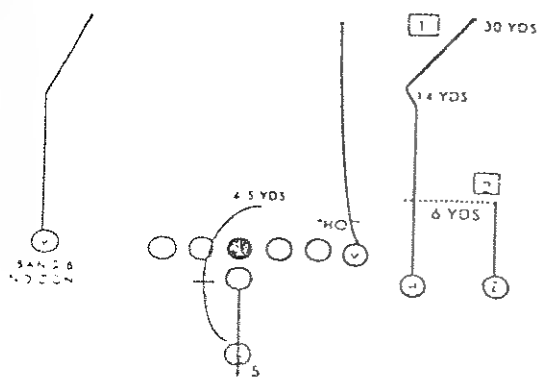
LIGHTNING DIG MOUNTAIN			
REC	ROUTE	QB NOTES:	COMMENTS:
X	DIG	1. 5 STEP DROP	1. "7" HAS TO BE DECISIVE 2. X MUST READ ZONE AND BE PATIENT 3. INSIDE "7" AIM FOR 30 YDS
Y	BLOCK	2. PRE SNAP DETERMINES "7"	
Z	"7"	3. X CAN WORK BACK OUT IF SHUT OFF	
R	CK IN		
H	CK PEEL		
TYPE	"GO" PACKAGE		



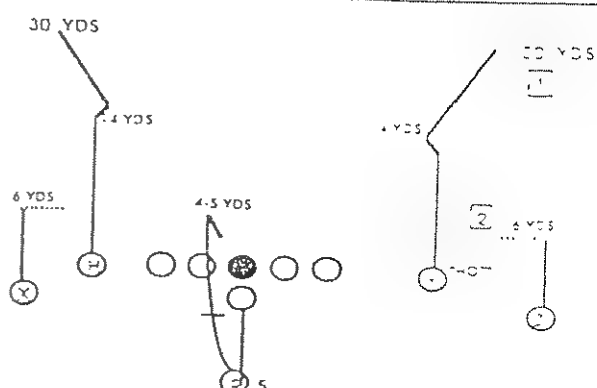
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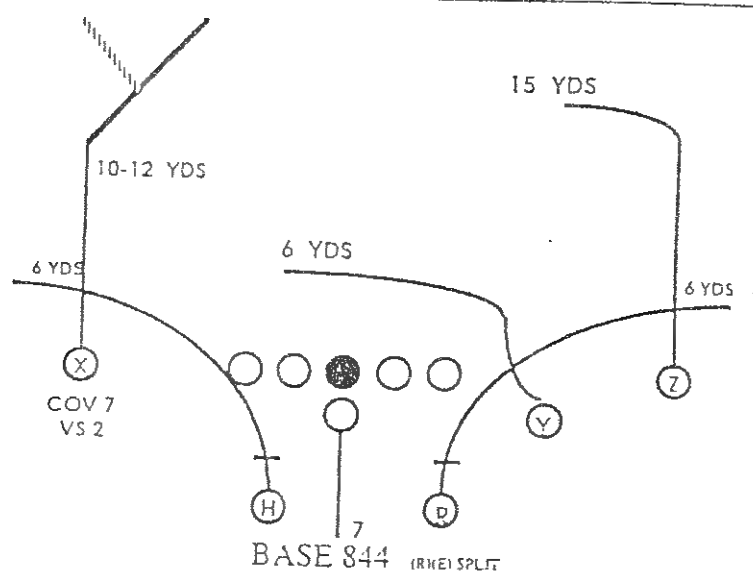
OPTION DIG 0345



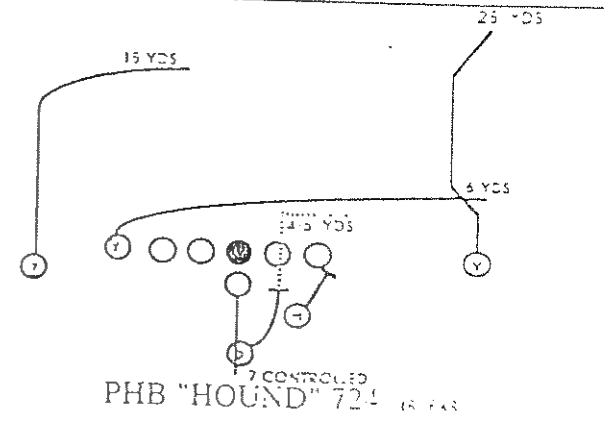
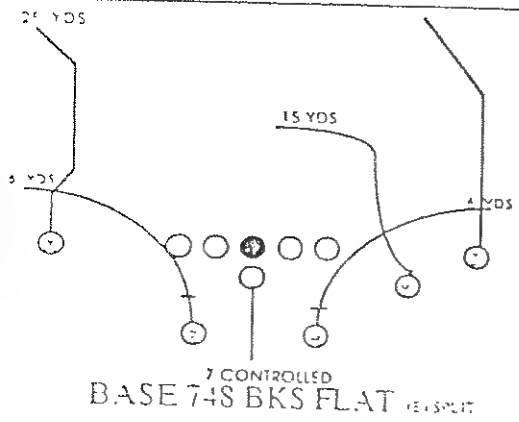
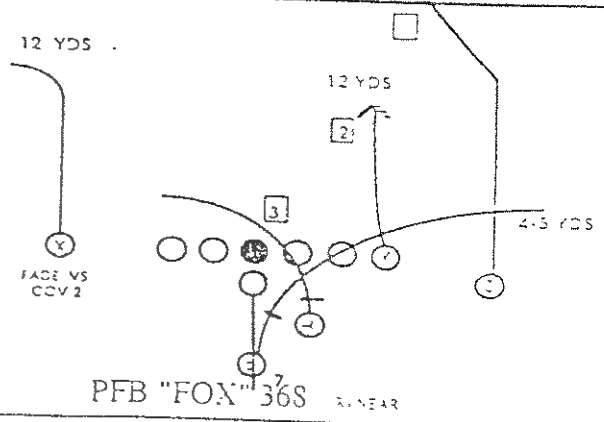
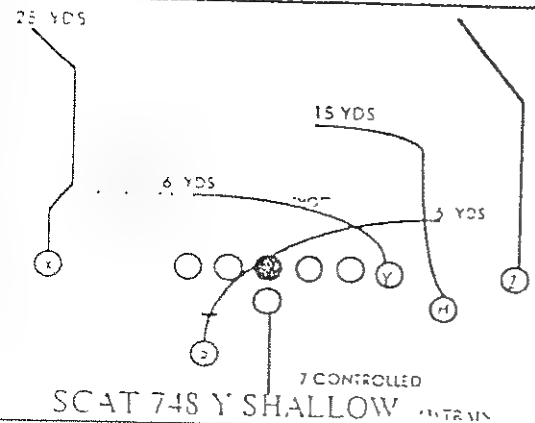
SCAT DIG Y CLEAR 0.0740

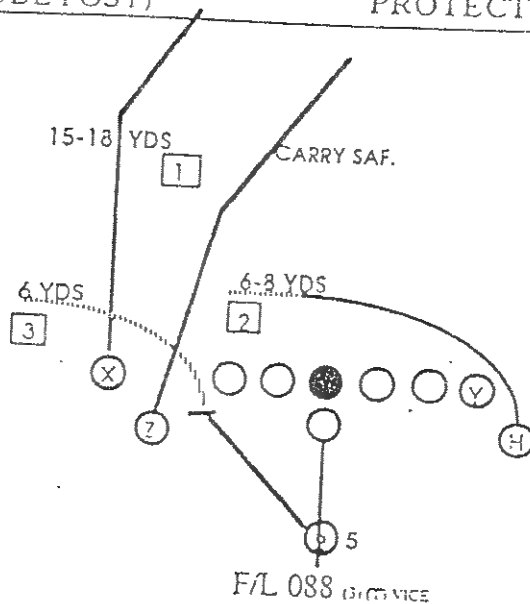


SCAT DBL DIG MAGNET

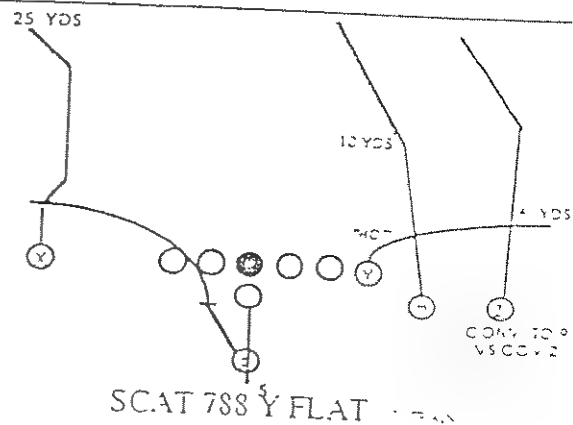
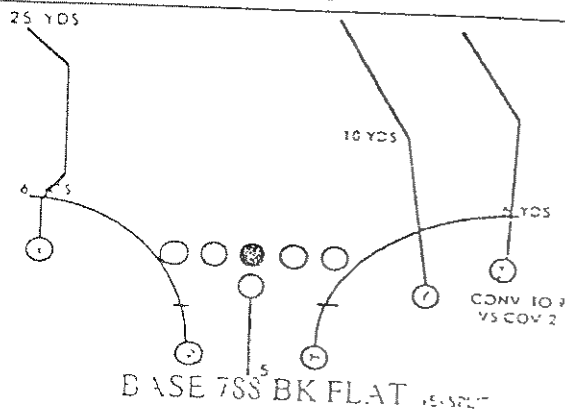
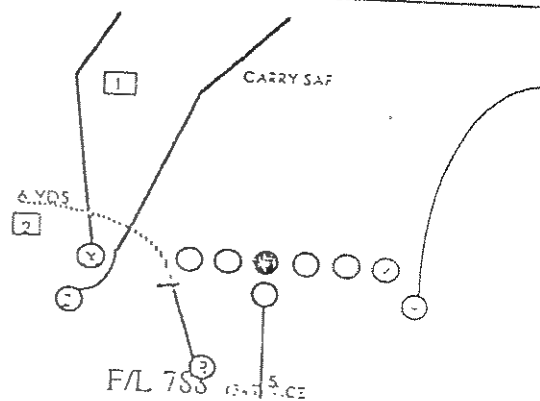
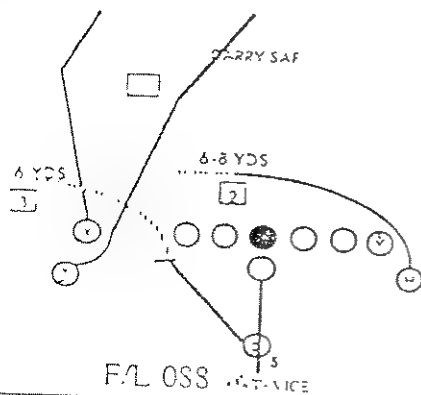


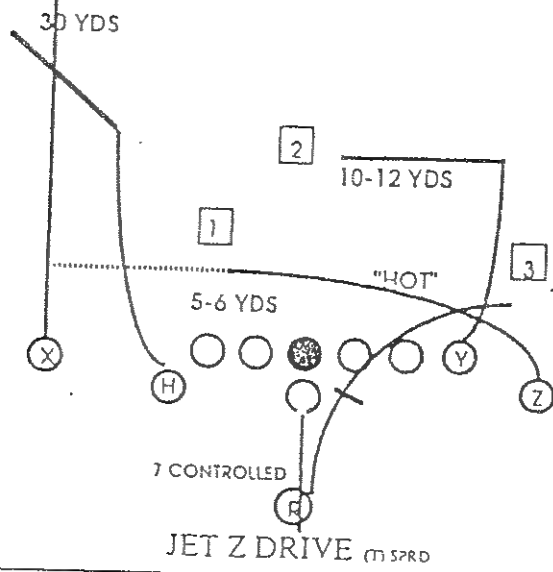
REC	ROUTE	QB NOTES:	COMMENTS:
X	POST	1. FULL 7 STEP DROP	1. "4" MUST GET GOOD BURST 2. SHORT 4 PREPARED FOR QUICK THROW - DON'T STOP 3. CK CAN HARD CHIP ON WAY OUT
Y	SHORT "4"	2. BE READY TO TAKE POST IF FS OVER PLAYS REG 4	
Z	REG "4"	3. FLATS ARE GOOD PROFIT	
R	CK FLAT	4. HIT SHORT 4 WITH FALL AWAY	
H	CK FLAT	5. 48 IS A CONTROLLED 7	
TYPE	"4" ROUTES		



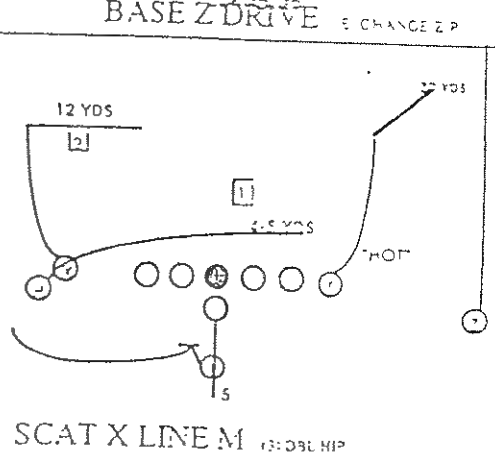
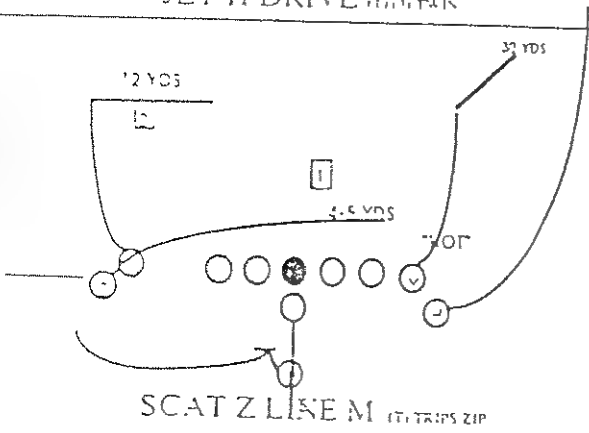
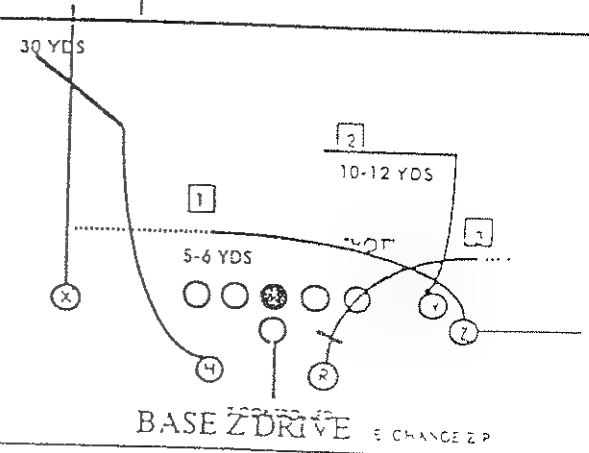
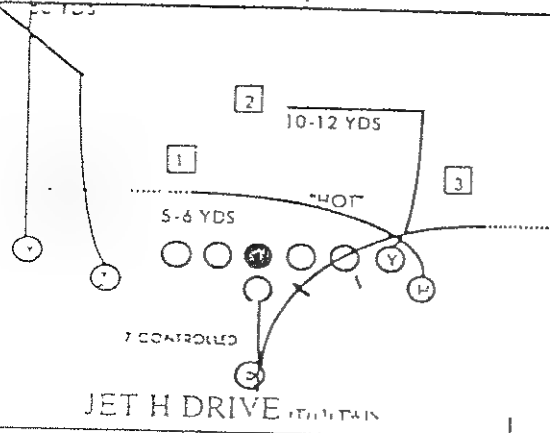


REC	ROUTE	QB NOTES:	COMMENTS:
N	BANG 8	1.5 STEP DROP	1. CROSSING 8 CAN'T GET HUNG UP
Y	BLOCK	2. CROSSING 8 VS MAN	2. R GET OUT QUICK AND SIT ON SIDELINE
Z	CROSSING 8	3. BE PATIENT WITH BIG 8	3. "O" MUST CHECK BLOCK FIRST THEN FIND OPEN AREA
R	CK FLAT	4. "O" GOOD DUMP OFF	
H	"O" DRAG	5. GOOD RED ZONE COMBINATION	
TYPE	"O" ROUTES		

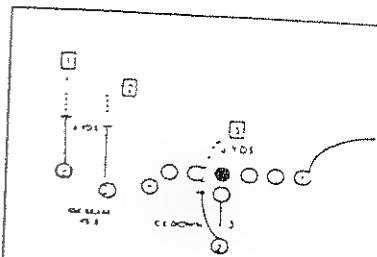
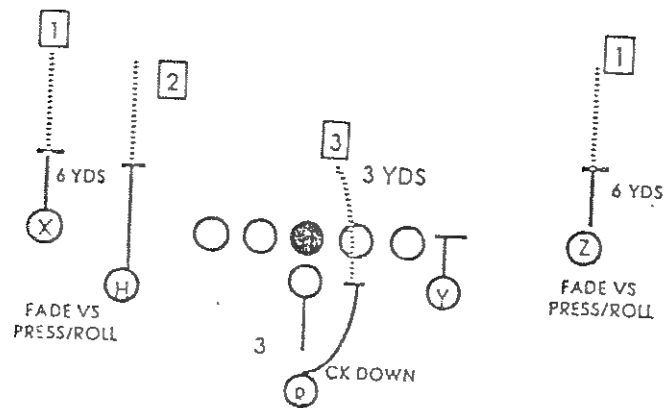




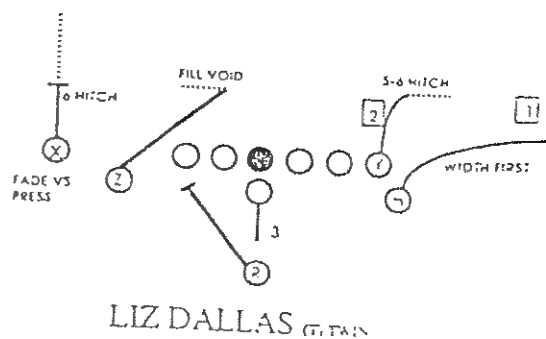
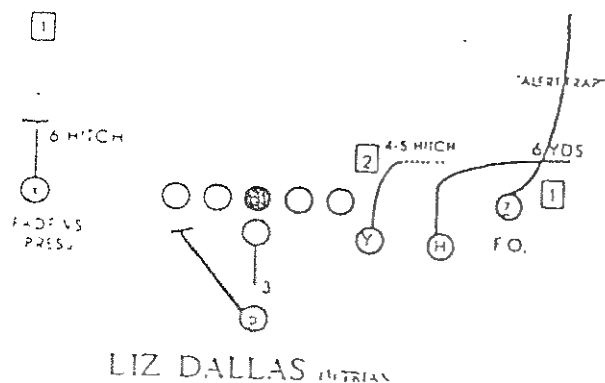
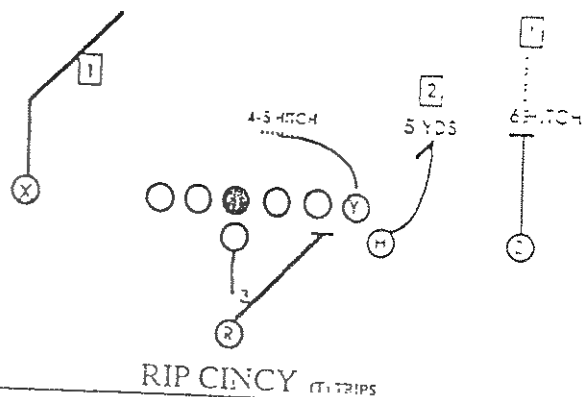
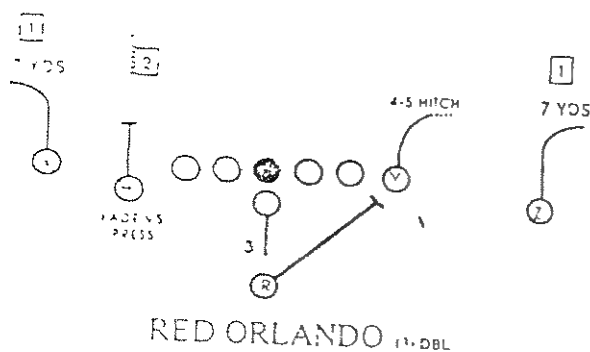
REC	ROUTE	QB NOTES:	COMMENTS:
X	"9"	1. 7 STEP DROP	1. Z IS HOT
Y	INSIDE "4"	2. DRIVE IS YOUR HOT	2. Y MUST NOT GET JAMMED
Z	SHALLOW	3. EYE ONLY WITH Z	3. "Z" MIKE EYE CONTACT WITH QB
R	CK DOWN		4. "4" KEEP SEPARATION FROM Z
H	"7"		
TYPE	DRAG		





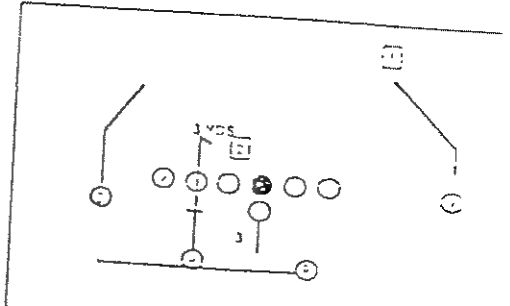
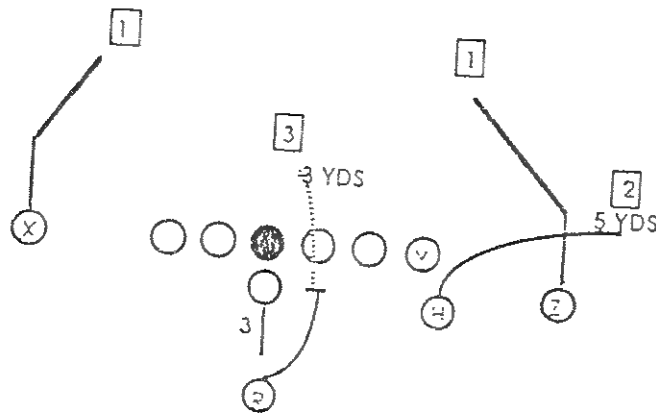


REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 3 STEP DROP	1. TO MANY MENTAL ERRORS
Y	BLOCK	2. GET PRE SNAP FEEL	2. R AND QB MUST HAVE EYE CONTACT
Z	HITCH	3. KEY MOTION ROTATION	3. FREE ACCESS X HAS PRIORITY
R	CK DOWN	4. DONT FORGET CHECK DOWN	
H	HITCH	5. FADE IS LOW %	
TYPE	RED/BLUE - R/L HOUSTON	6. MUST NOT HAVE SACKS ON QUICKS	



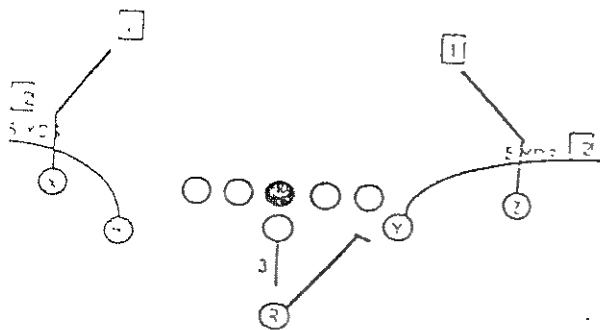


# PASS: SLANT - FLAT (DETROIT/DENVER)

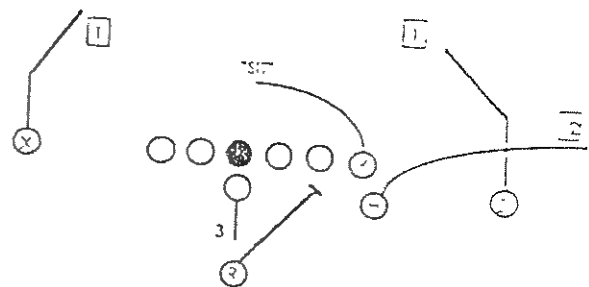


QK OPTION DETROIT (1) DEL SP 2: FAR SP

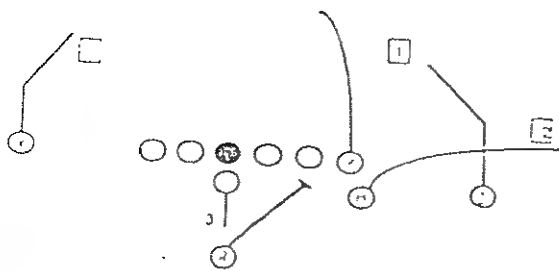
REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	1. 3 STEP DROP	1. TO MANY MENTAL ERRORS
Y	FLAT	2. GET PRE SNAP FEEL	2. R AND QB MUST HAVE EYE CONTACT
Z	SLANT	3. KEY MOTION ROTATION	3. MUST NOT HAVE SACKS ON QUICKS
R	BLOCK	4. DONT FORGET CHECK DOWN	4. WO MUST SELL FADE VS LEVEL DB
H	FLAT	5. KEEP THROW AS LOW AS NEEDED	
TYPE	RED/BLUE	6. QK OPTION EMPHASIS FAKE	
	DETROIT		



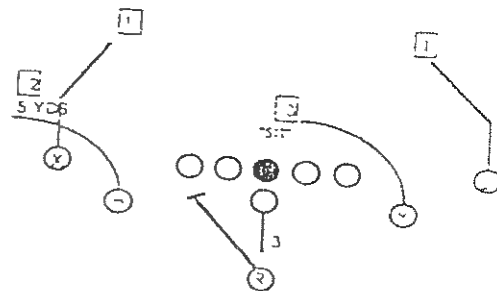
RIP DETROIT (1) CBL



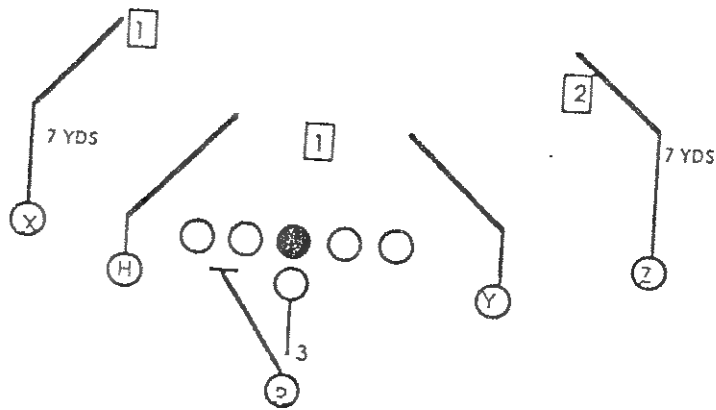
LIZ DENVER (1) CBL



R/L DENVER Y CLEAR (1) CBL

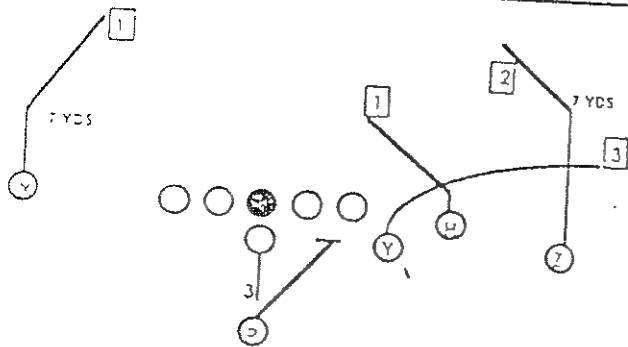


LIZ DENVER (1) CBL

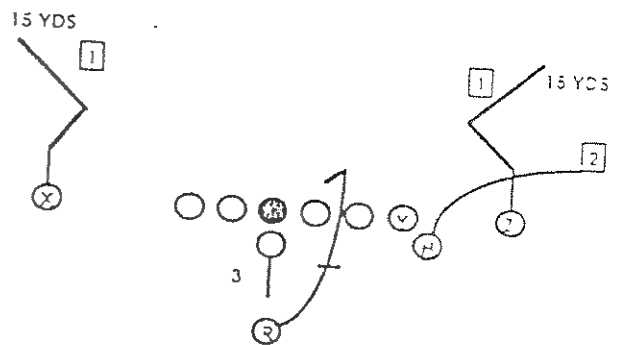


RIP SEATTLE (3) TRAIL

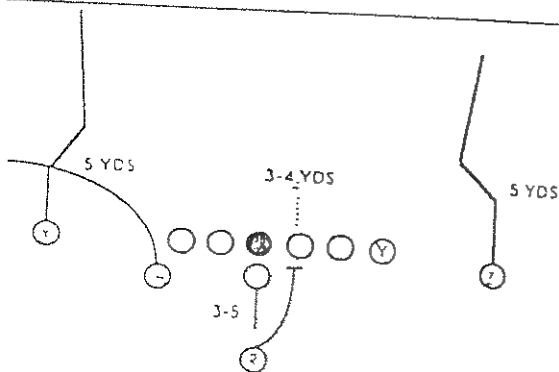
REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	<ol style="list-style-type: none"> <li>1. 3 STEP DROP</li> <li>2. GET PRE SNAP FEEL</li> <li>3. IF MOTION KEY ROTATION</li> <li>4. KEEP THROW AS LOW AS NEEDED</li> <li>5. MUST NOT HAVE SACKS ON QUICKS</li> </ol>	<ol style="list-style-type: none"> <li>1. INSIDE SLANT <u>CANNOT STOP</u></li> <li>2. WR PATHS MUST BE CONSISTANT</li> <li>3. OUTSIDE SLANT MUST BE DEEPER (7)</li> <li>4. WR MUST SELL FADE VS LEVEL DB</li> </ol>
Y	BLOCK		
Z	SLANT		
R	CK DOWN		
H	DRAW		
TYPE	RIP/LIZ SEATTLE		



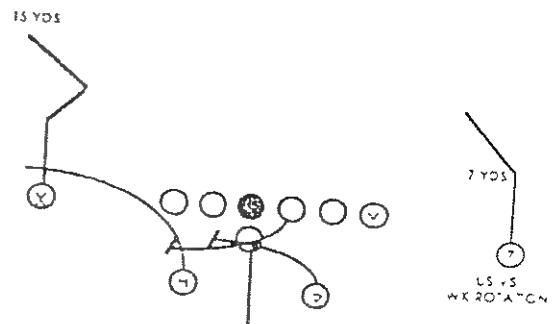
LIZ SEATTLE (1) TRAIL



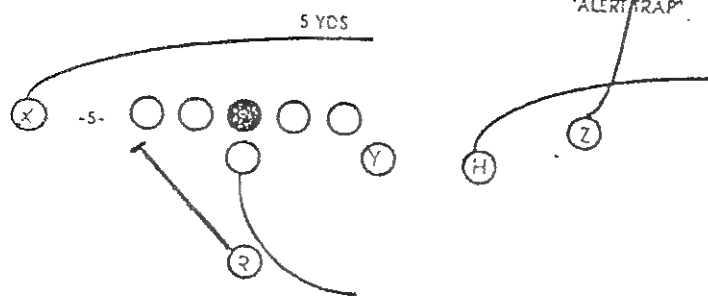
QK OPT FRISCO (1) TRIPS



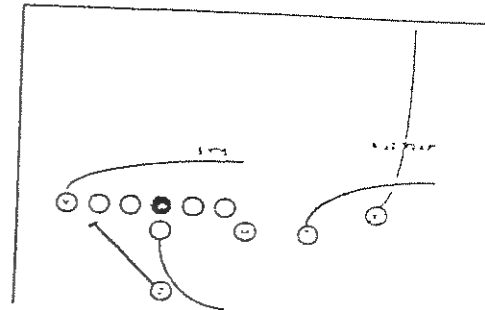
RED SLUGO (3) TRAIL



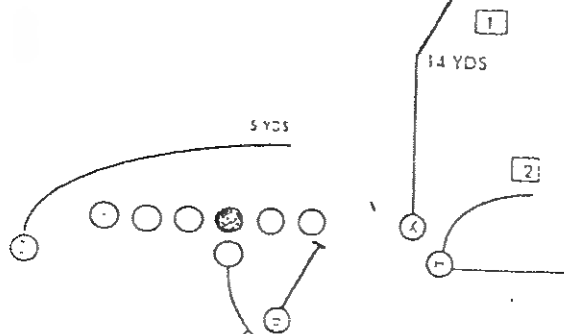
FK 13 TRAP X FRISCO (1) DBL



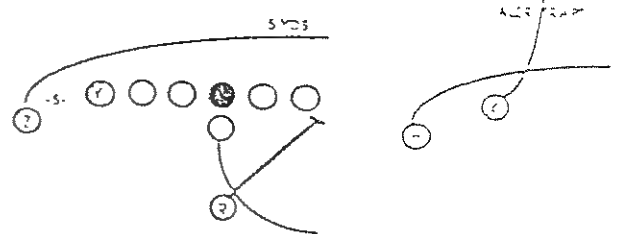
QK SPEED 19 (3) TRAIN



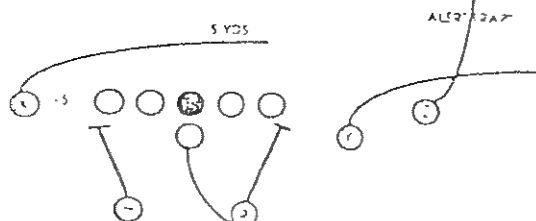
REC	ROUTE	QB NOTES:	COMMENTS:
N	SHALLOW	1. QUICKER ANGLE THAN NORMAL SPEED/SPRINT. 2. ALERT FOR LEVEL CORNER 3. SHALLOW CAN BAIL YOU OUT.	1. CLEAR LOOK FOR BALL AT 15 YDS IF CB LEVELS 2. SHALLOW GET INTO QB'S VISION.
Y	BLOCK		
Z	CLEAR		
R	BLOCK		
H	QK FLAT		
TYPE	QUICK GOLD AUDIBLE		



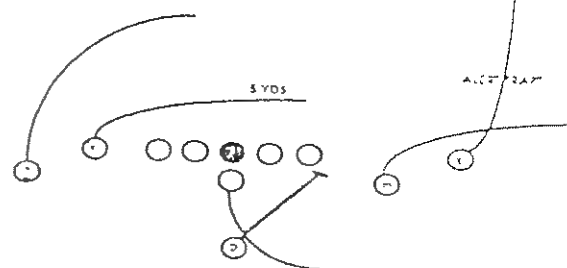
QK SPRINT 17 (GOLD 87) (3) DBL HIP



QK SPRINT 19 (GOLD 89) (3) DEL



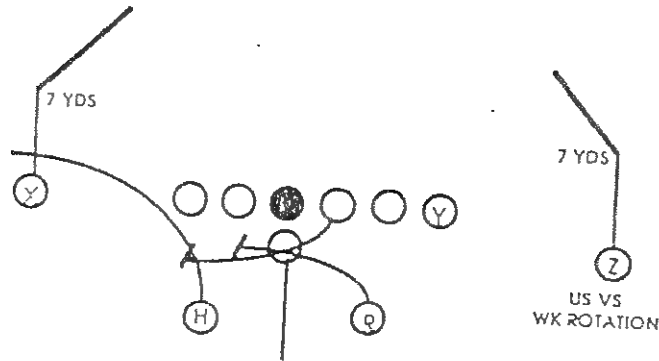
QK SPRINT 19 (4) CHANGE



QK SPRINT 19 (4) ROCKET

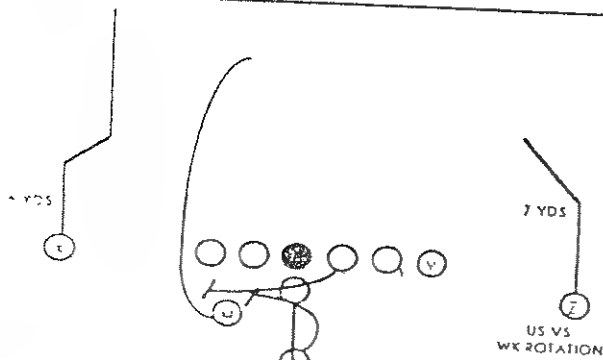
# PLAY ACTION

- |                     |   |
|---------------------|---|
| 1. <u>FAKE TRAP</u> | 1 |
| X GLANCE            |   |
| X FRISCO            |   |
| X SLUGO             |   |
| H POP               |   |
| 2. <u>RUN PASS</u>  | 2 |
| SCISSORS            |   |
| DBLCOMEBACK         |   |
| STEELER             |   |
| 3. <u>DART</u>      | 3 |
| 416YSEAM            |   |
| 479YFLAT            |   |
| WILLIE              |   |
| 4. <u>PHB</u>       | 4 |
| 585                 |   |
| XDEEPOVER           |   |
| 479                 |   |
| 368                 |   |

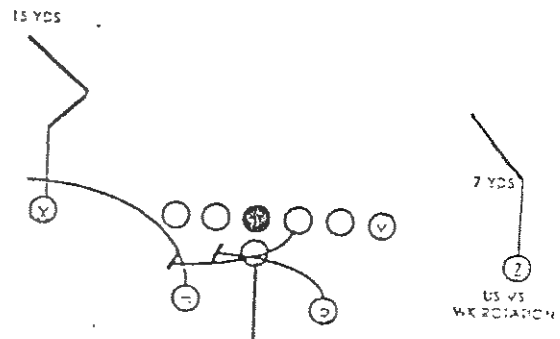


FAKE 13 TRAP X GLANCE (3) DBL

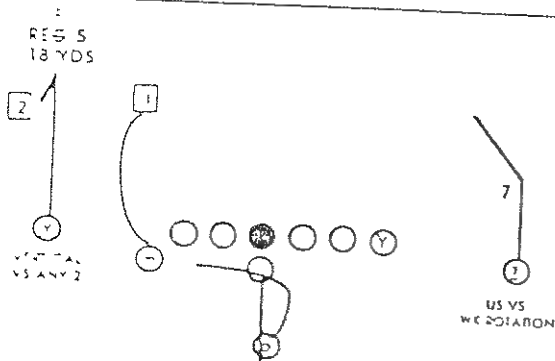
REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	1. MUST HAVE SOLID PLAY FAKE 2. GET DEPTH TO AVOID PULLING GUARD 3. USE STRONGSIDE SLANT FOR B.O. VS DOG OR BLITZ	1. SLANT MUST GET FULL DEPTH 2. R CLEANS UP PROTECTION AFTER SOLID TRAP FAKE 3. B.O. BE READY VS DOG OR BLITZ
Y	BLOCK		
Z	SLANT		
R	FK TRAP		
H	FLAT		
TYPE	PLAY ACTION		



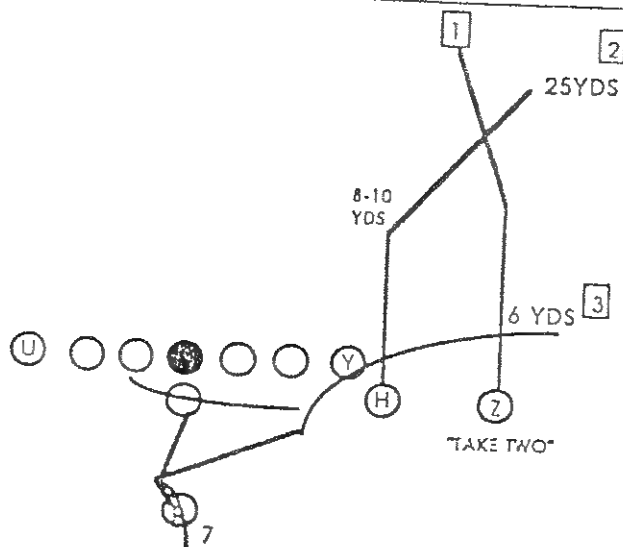
FAKE 13 TRAP X SLUGO IR FAR



FAKE 13 TRAP X FRISCO IRICHANCE

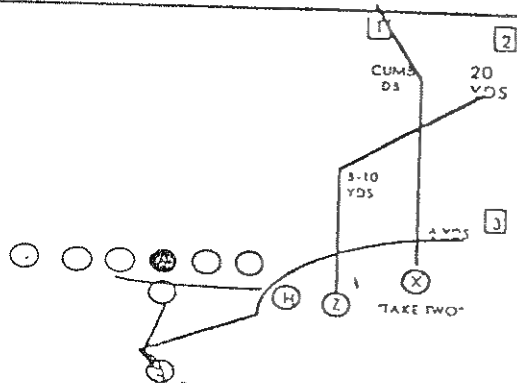


FAKE IS TRAP H POP .T. SPREAD

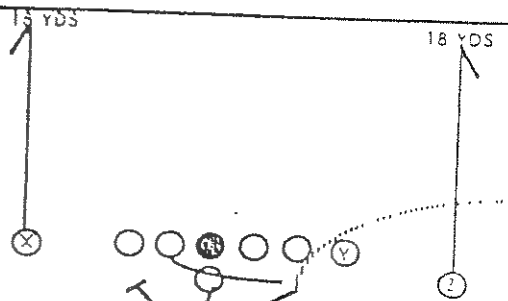


RUN PASS SCISSORS (H) TRIPS

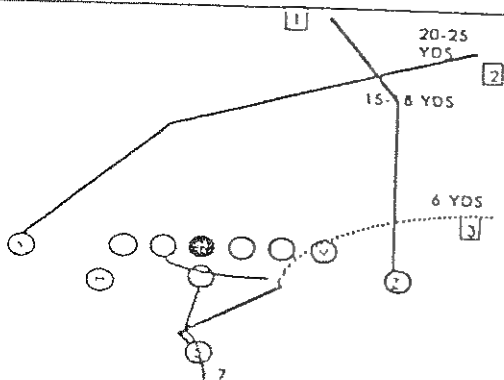
REC	ROUTE	QB NOTES:	COMMENTS:
X	BLOCK	1. MUST HAVE GOOD CTR FAKE 2. DON'T SPEND TOO MUCH TIME WITH POST 3. STEP UP INTO POCKET 4. DON'T FORGET THE FLAT	1. POST MUST TAKE TWO 2. CORNER GET BEHIND CURL DEFENDER 3. FLAT MUST WORK TO GET OUT
Y	BLOCK		
Z	POST		
R	FK CTR-FLAT		
H	CORNER		
TYPE	PLAY ACTION		



R.P. SCISSORS (T) SPREAD

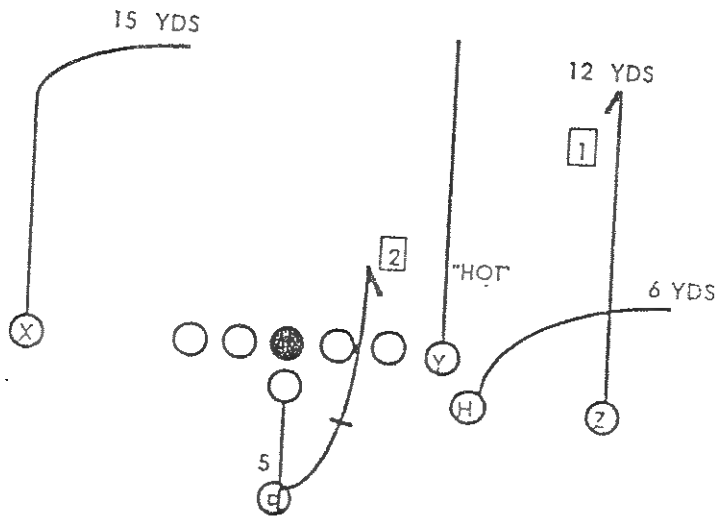


R.P. DBL COMEBACK (T) SPREAD



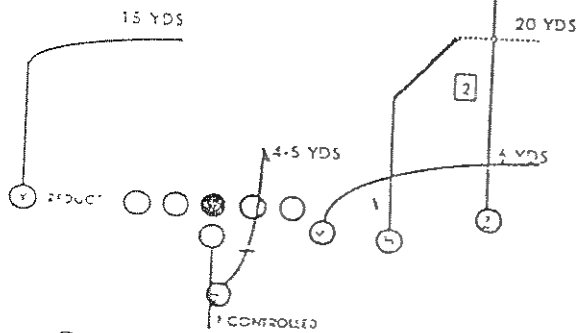
R.P. STEALER (T) SPREAD

FORMATIONS:

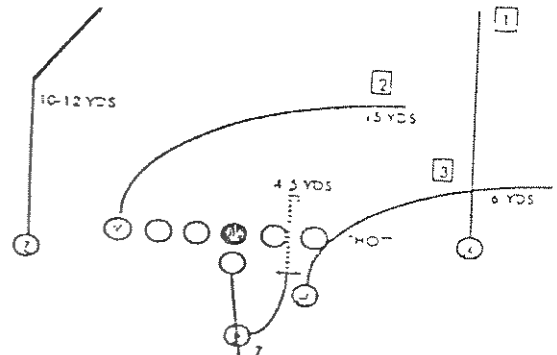


DART 416 Y CLEAR (11) TRIPS VAR

REC		ROUTE	QB NOTES:	COMMENTS:
X		4	1. 5 STEP DROP SET UP OVER OUTSIDE LEG OF GUARD 2. MUST HAVE LEGITIMATE FKA 3. Y OR FLAT ARE HOT 4. FIND CONTROL DEFENDER 5. DON'T FORGET V DOWN 6. IF YOU GO TO "4": KNOW SOMETHING	1. "6" MUST GET GOOD BURST 2. Y AND FLAT ARE HOT 3. Y CAN NOT STOP
Y		CLEAR		
Z		REG 6		
R		BLOCK		
H		FLAT		
TYPE		PLAY ACTION		
		HORIZONTAL		

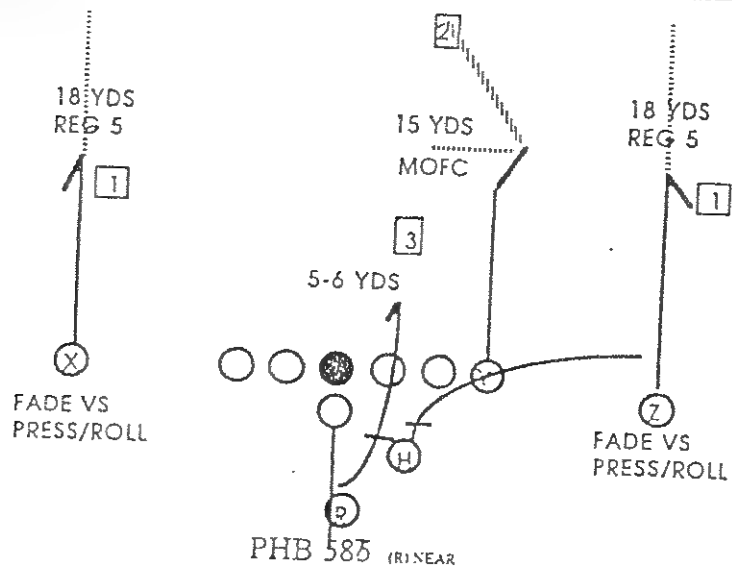


DART 479 Y FLAT 11.75 AN

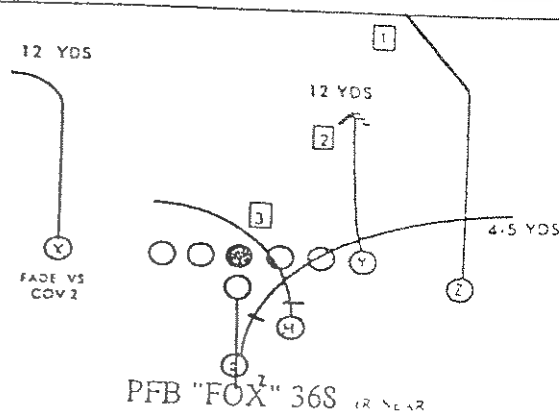
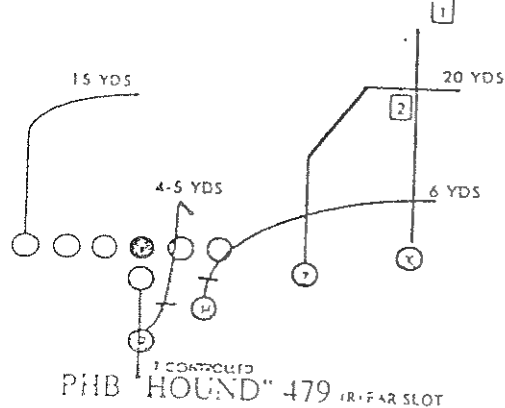
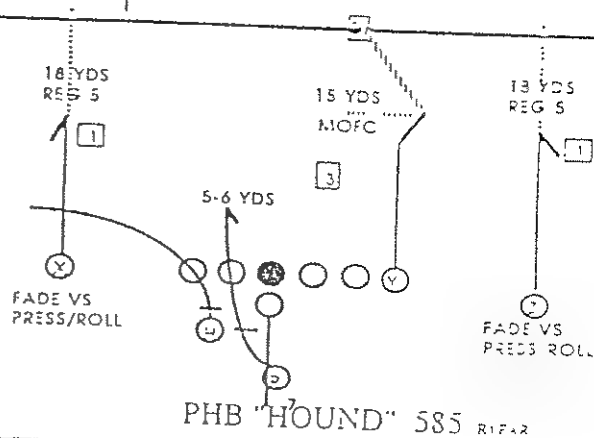
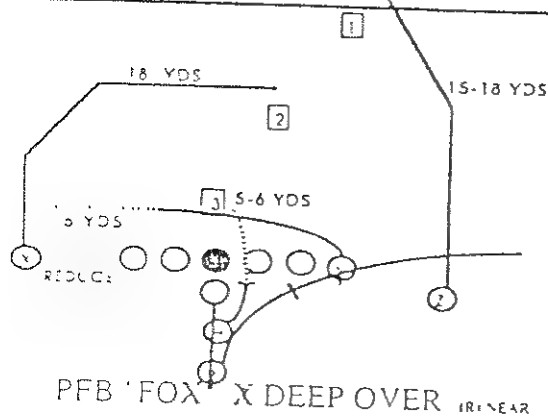


DART WILLIE (1905)



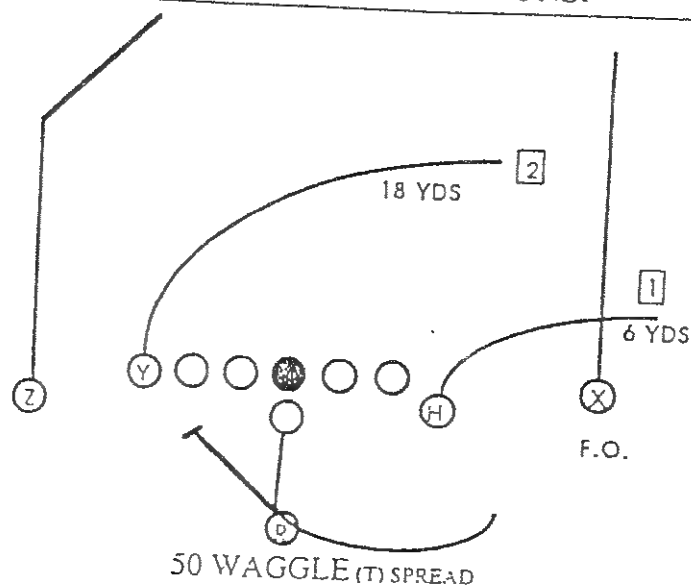


REC	ROUTE	QB NOTES:	COMMENTS:
X	REG 5 (18 YDS)	1. LONG DEEP FAKE 2. STEP UP INTO POCKET 3. CK DOWN AND FLAT ARE HIGH PER CENTAGE	1. REG 5 GO DEEP TO 18 YDS 2. CK DOWN GET INTO VISION OF QB 3. CK FLAT MAY STAY IN FOR EXTRA PROTECTION
Y	INSIDE 8		
Z	RED 5 (18 YDS)		
R	CK DOWN		
H	CK FLAT		
TYPE	PLAY ACTION		

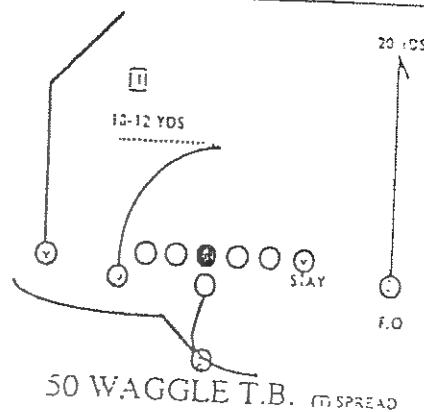
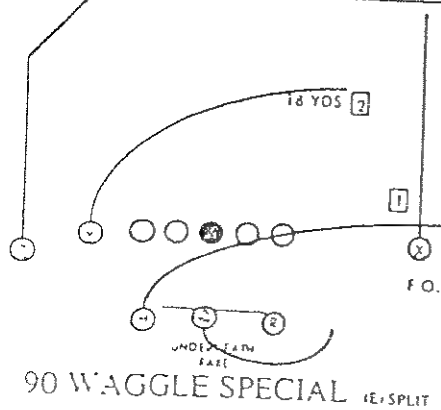
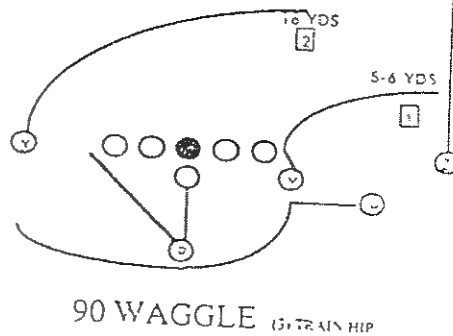
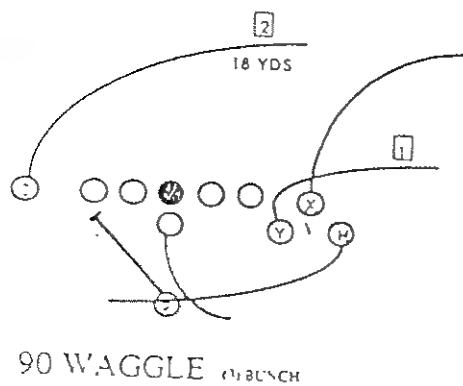


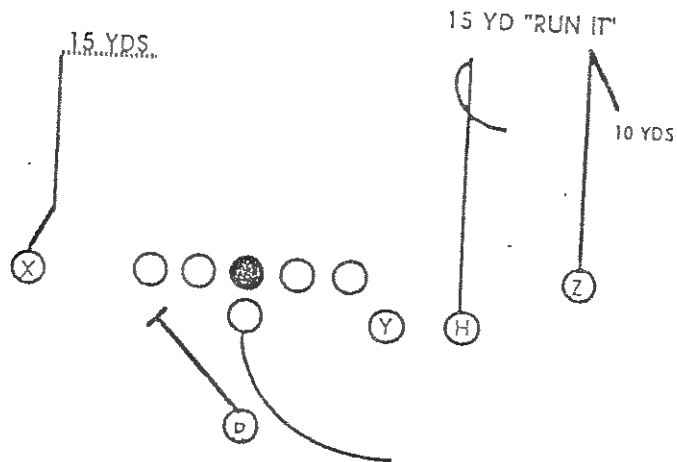
## ACTION PASSES

- |                   |   |
|-------------------|---|
| 1. <u>WAGGLES</u> | 1 |
| 2. <u>SPEED</u>   | 2 |
| RUN IT            |   |
| STING             |   |
| JUKE              |   |
| BOMB              |   |
| 3. <u>SPRINT</u>  | 3 |
| JUKE              |   |
| RUN IT            |   |
| RAIDER            |   |



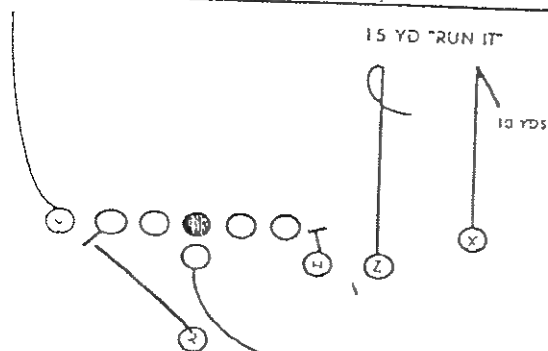
REC	ROUTE	QB NOTES:	COMMENTS:
X	CLEAR	1. MUST HAVE SOLID PLAY FAKE 2. GET DEPTH AND BE READY TO HANDLE EMLOS 3. IF YOU HAVE TIME READ ROUTE OUT BUT DON'T PASS UP A PROFIT.	1. FAKE SIDE ALWAYS HAS OVER 2. OPP. FAKE HAS FRAP-FLAT 3. FRAP MUST DETERMINE THREAT TO QB. 4. CLEAR CAN CHANGE TO CMB 20 YDS. 5. T.B. FRAP STAY TO BLOCK 6. SPECIAL MUST GET THROUGH CLEAN
Y	OVER		
Z	FOST		
R	FAKE		
H	FRAP-FLAT		
TYPE	ACTION PASS		



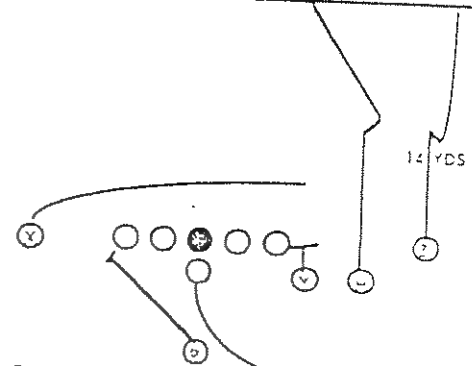


SPEED "RUN IT" (81) (3) TRAIN

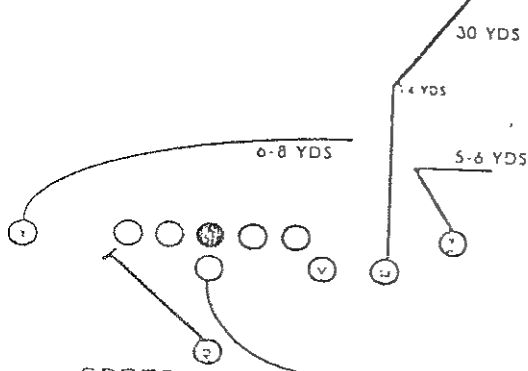
REC	ROUTE	QB NOTES:	COMMENTS:
X	LAZY 4	1. START WITH SUBTLE STRAIGHT DROP. 2. GET DEPTH AND BREAK CONTAIN. 3. RUNNING IS AN OPTION	1. RUN ITS MUST WORK TO BALL 2. BACK SIDE X ON JUKE AND STING MUST GET INTO QB'S VISION. 3. B.A.P. = 80/90 DIRECTION 81/91 = RUN IT 83/93 = STING 84/94 = JUKE
Y	BLOCK		
Z	15 YD RUN IT		
R	BLOCK BACK		
H	15 YD RUN IT		
TYPE	ACTION PASS		



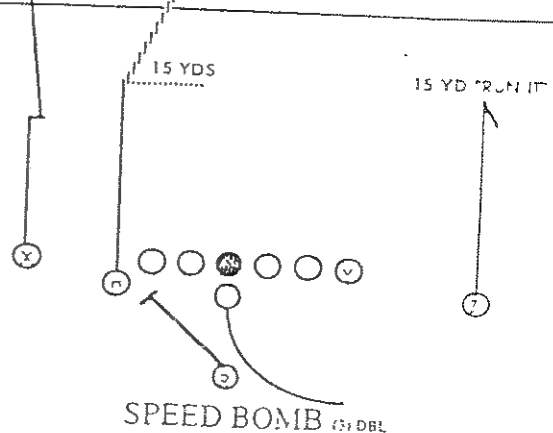
SPEED "RUN IT" (81) (1) SPRED SLOT



SPEED STING (83) (1) SPRED SLOT



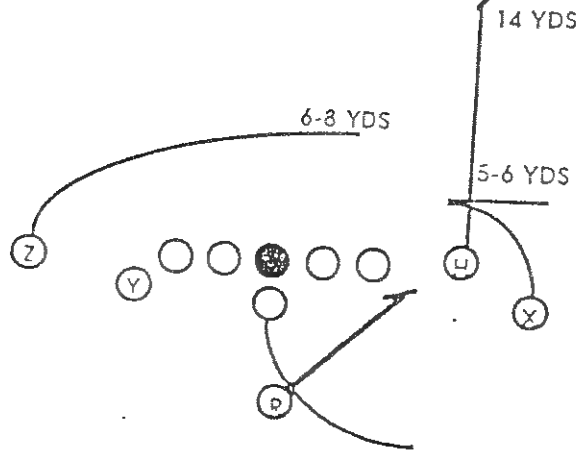
SPEED JUKE (84) (1) TRAIN



SPEED BOMB (85) DBL

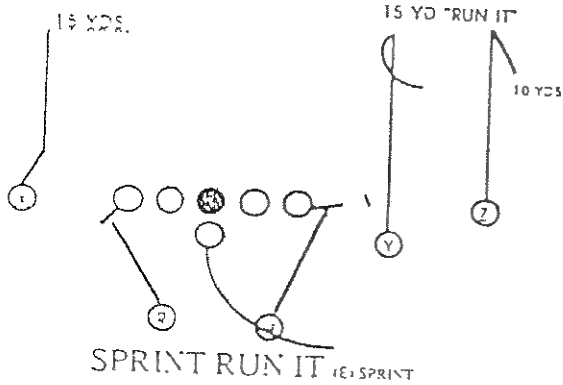
PASS: SPRINT

FORMATIONS

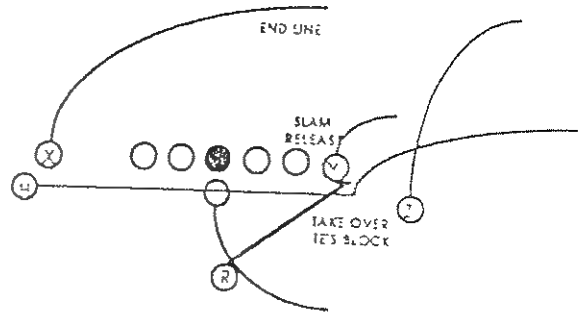


SPRINT JUKE (3) DBL

REC	ROUTE	QB NOTES:	COMMENTS:
X	JUKE	1. START WITH SUBTLE STRAIGHT DROP. 2. IT WILL BE HARDER TO BREAK CONTAINING IN SPRINT THAN IT IS IN SPEED. 3. RUNNING IS AN OPTION	1. R MUST WORK QUICKLY TO GET TO HIP OF TACKLE
Y	BLOCK		
Z	SHALLOW		
R	BLOCK		
H	"7"		
TYPE	ACTION PASS		



SPRINT RUN IT (E) SPRINT



SPRINT RAIDER (H) GANG

**"NO HUDDLE" (ATTACK)  
BASE AUDIBLE PACKAGE (B.A.P)**

**FORMATIONS:** (3) DBL AND TRAIN  
(P) DBL AND TANDEM  
(P) SPLIT/CHANGE/DOT

**CADENCE:** EVERYTHING IS ON "SET-GO" UNLESS OTHERWISE INDICATED BY QB.

**KILL THE BALL:** RED/BLUE 'KILL'

**GENERAL RULE:** "WHAT START CLOCK-STOP THE CLOCK"

**(3) (P) DBL / TANDUM**

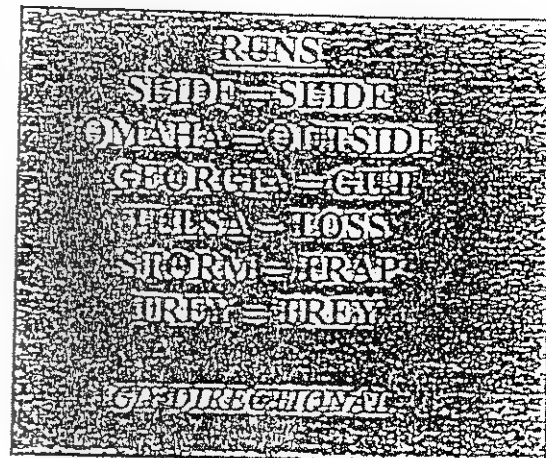
<u>AUDIBLE</u>	<u>PLAY</u>
SCAT DODGE	DBL DODGE
SCAT DBL	DBL PUMP
SCAT TEXAS	H ANGLE DRAG
SCAT EXIT	H SHALLOW CROSS
SCRAM 5	X 5 - H DODGE
H/LO GIANT	GIANT
H/LO DIG	DIG
H/LO STACK	STACK
H/LO PIVOT	6 PIVOT M
RED/BLUE HOUSTON	HITCHES
RED/BLUE ORLANDO	QK OUTS
R P/LIZ DETROIT	SLANTS

**(3) (P) TRAIN**

<u>AUDIBLE</u>	<u>PLAY</u>
SCAT GIANT	GIANT
SCAT DIG	DIG
OPTION GIANT	GIANT
OPTION DIG	DIG
OPTION STACK	68 STACK
SILVER 81/91	SPEED RUN
SILVER 84/94	SPEED LUKE
SILVER 89/99	QK SPEED
RED/BLUE HOUSTON	HITCHES
RED/BLUE ORLANDO	QK OUTS
RIP/LIZ DALLAS	DALLAS
RIP/LIZ CINCY	CINCY

**(P) (R) SPLIT / CHANGE**

<u>AUDIBLE</u>	<u>PLAY</u>
SCAT TEXAS	H/R ANGLE
SCAT EXIT	X SHALLOW CROSS
SCRAM 5	X 5 - H/R DODGE
RED/BLUE HOUSTON	HITCHES
RED/BLUE ORLANDO	QK OUTS
R P/LIZ DETROIT	SLANTS



SHOOT OFFENSE  
ES PG  
(3) (P) DBL / TANDUM

AUDIBLE

- 1 SCAT DODGE
- 2 SCAT DBL
- 3 SCAT TEXAS
- 4 SCAT EXIT

5 SCRAM 5

- 6 HI/LO GIANT
- 7 HI/LO DIG
- 8 HI/LO STACK
- 9 HI/LO PIVOT

- 10 RED/BLUE HOUSTON
- 11 RED/BLUE ORLANDO

12 RIP/LIZ DETROIT

PLAY

- DBL DODGE
- DBL PUMP
- H ANGLE DRAG
- H SHALLOW CROSS

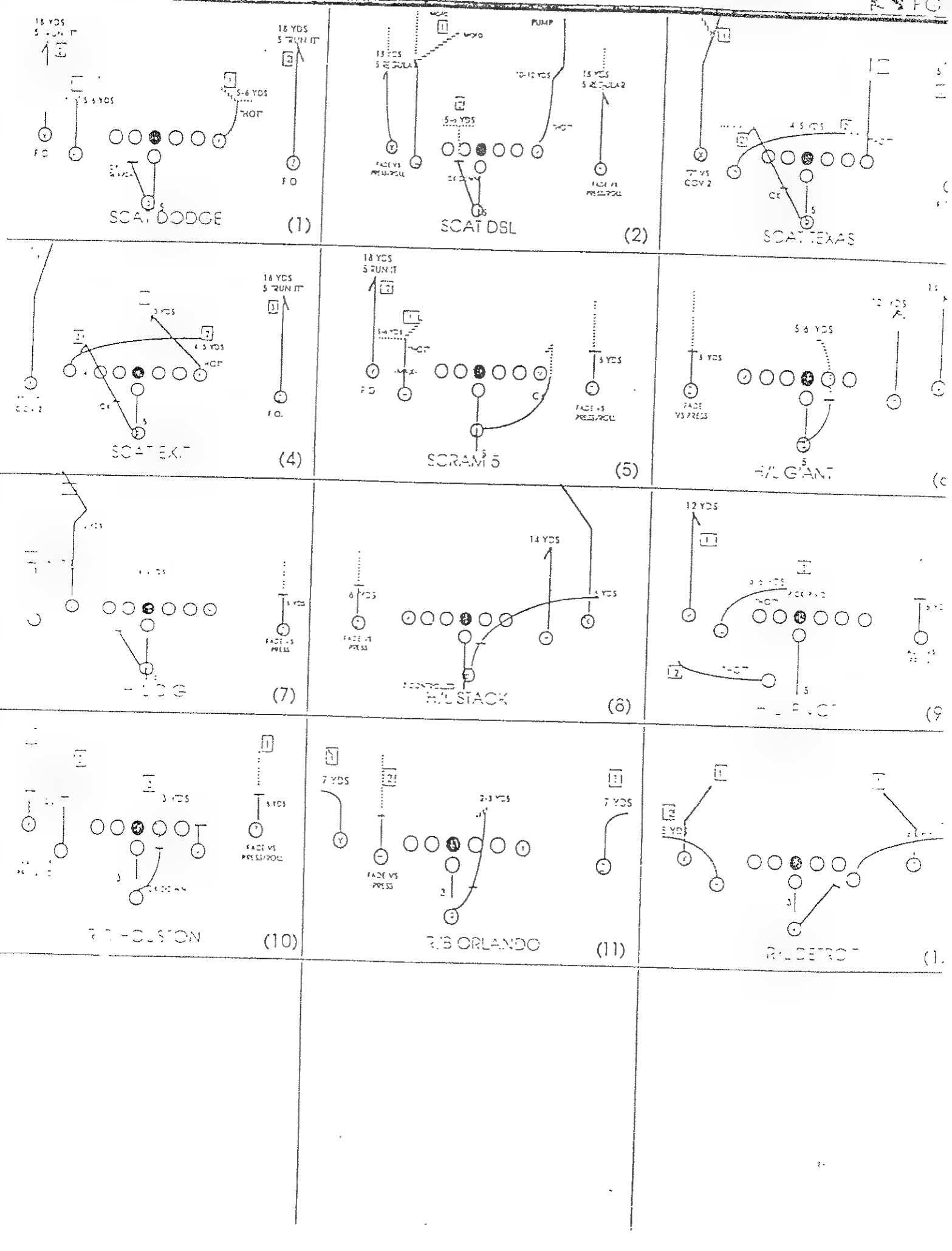
X5 - H DODGE

- GIANT
- DIG
- STACK
- 6 PIVOT M

- HITCHES
- QK OUTS

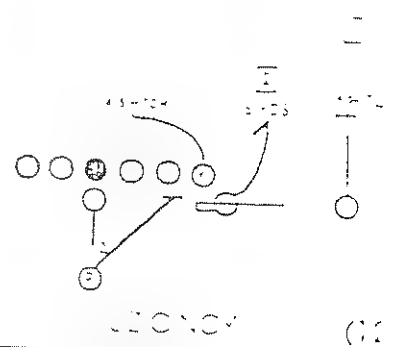
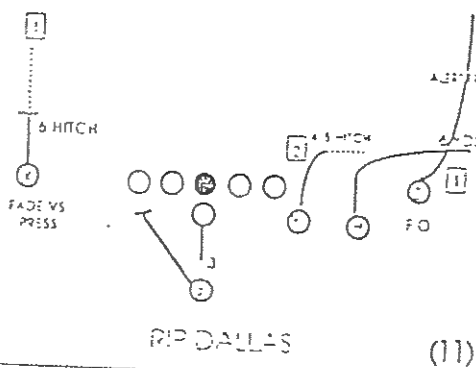
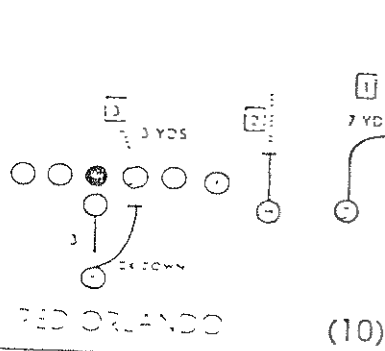
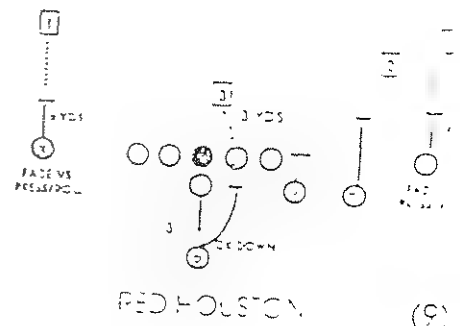
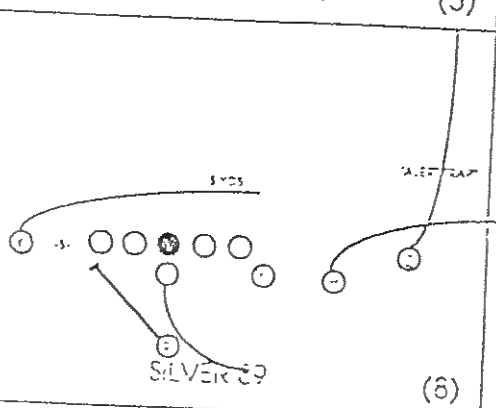
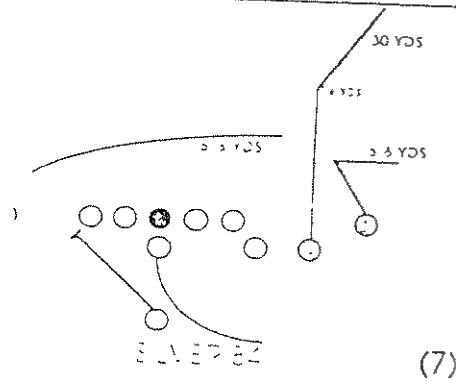
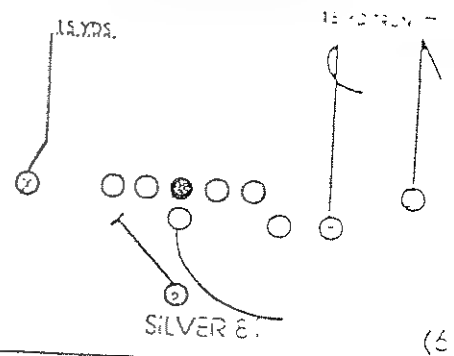
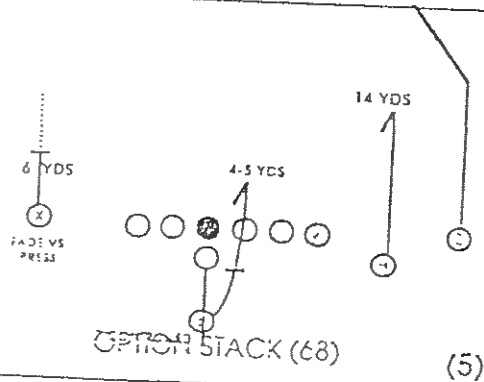
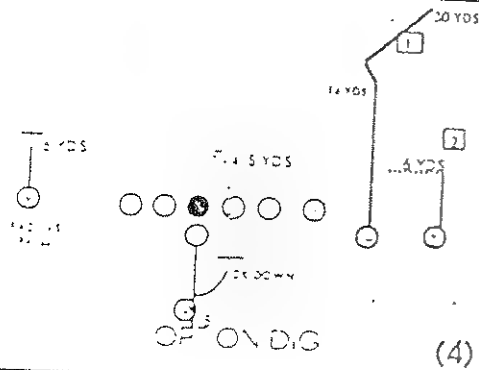
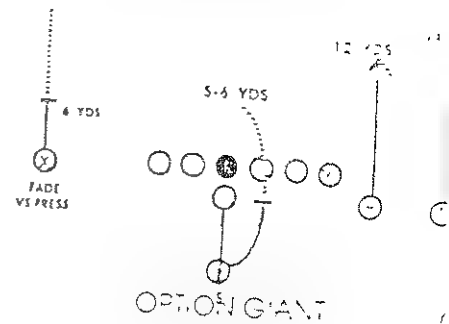
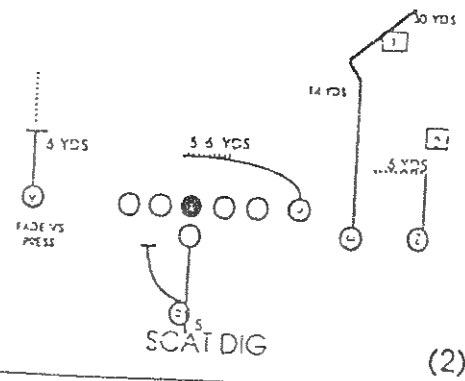
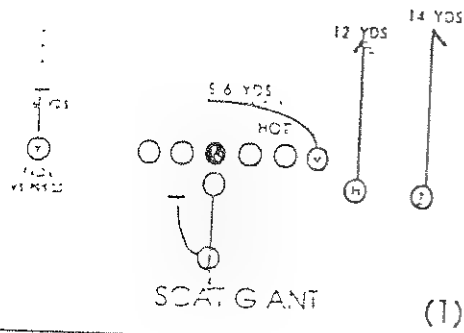
SLANTS





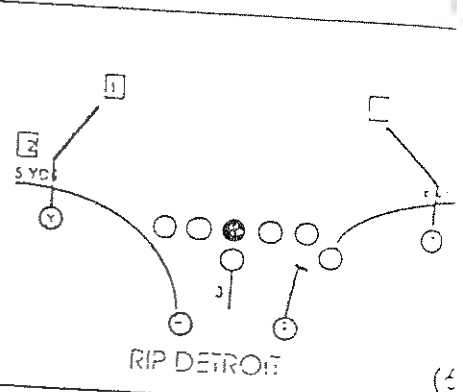
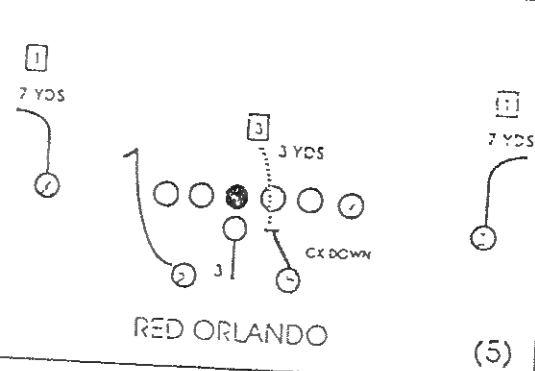
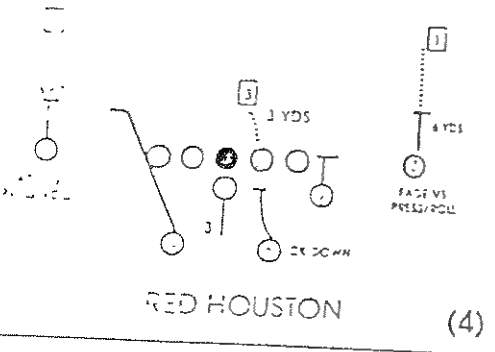
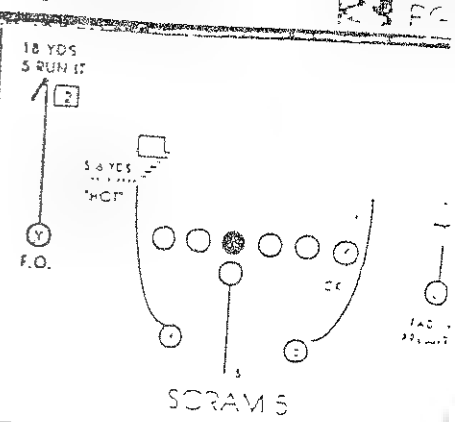
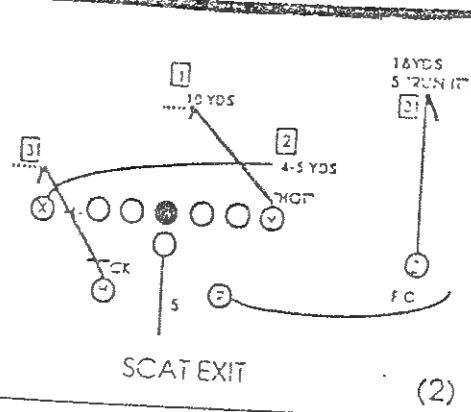
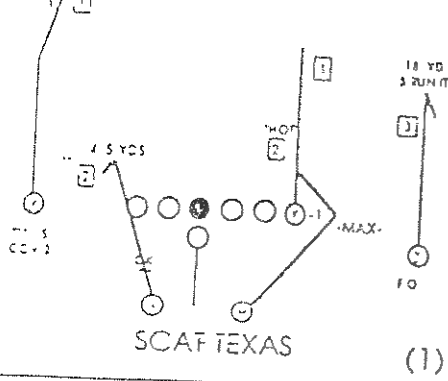
(3) (P) TRAIN

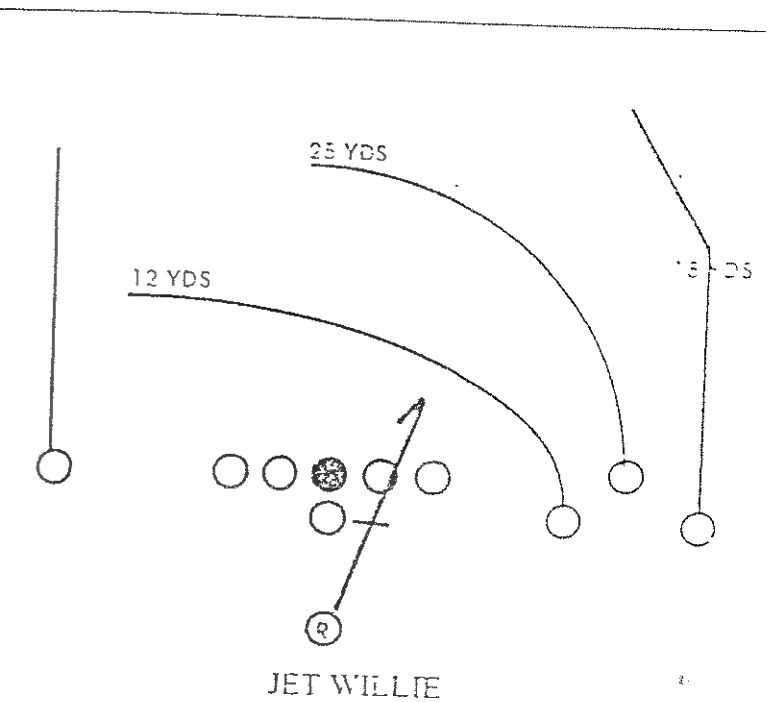
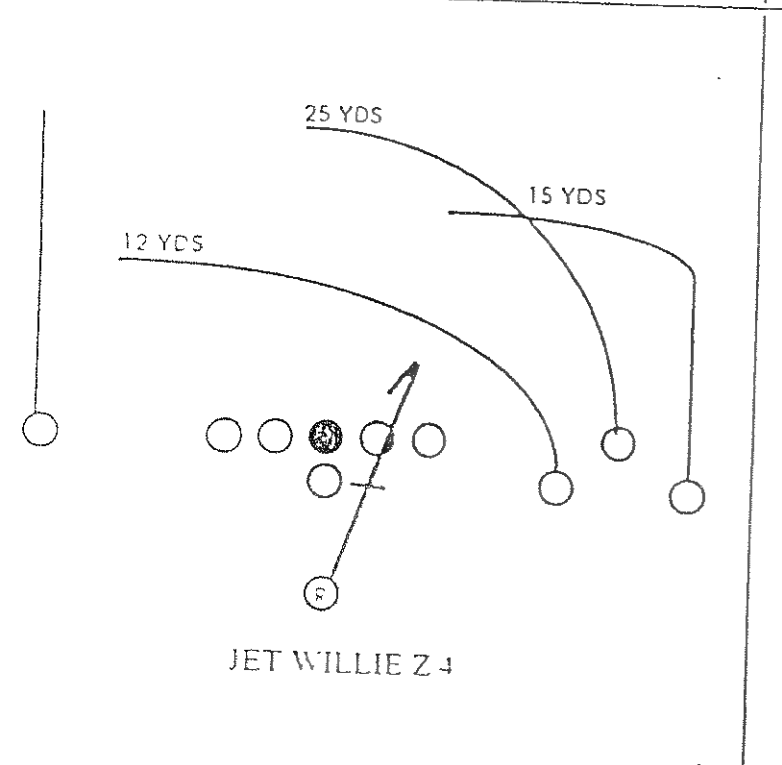
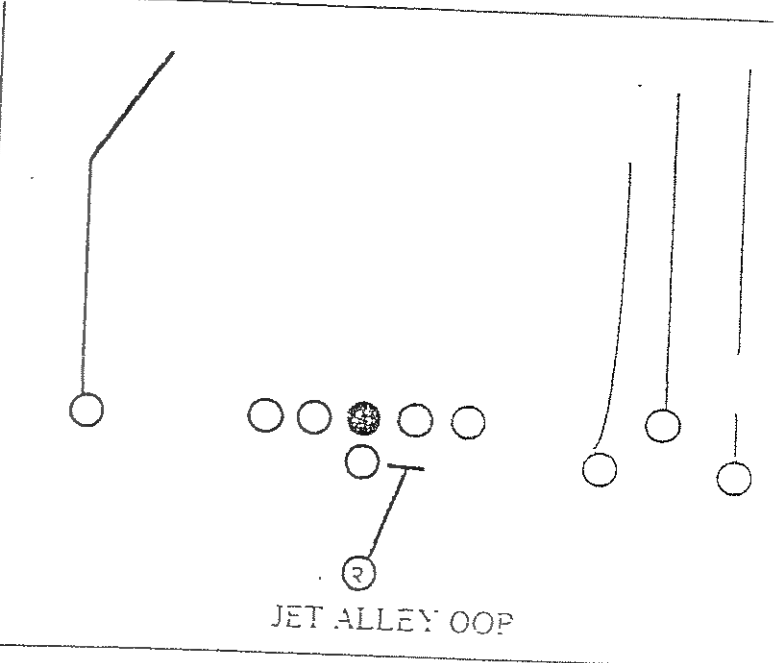
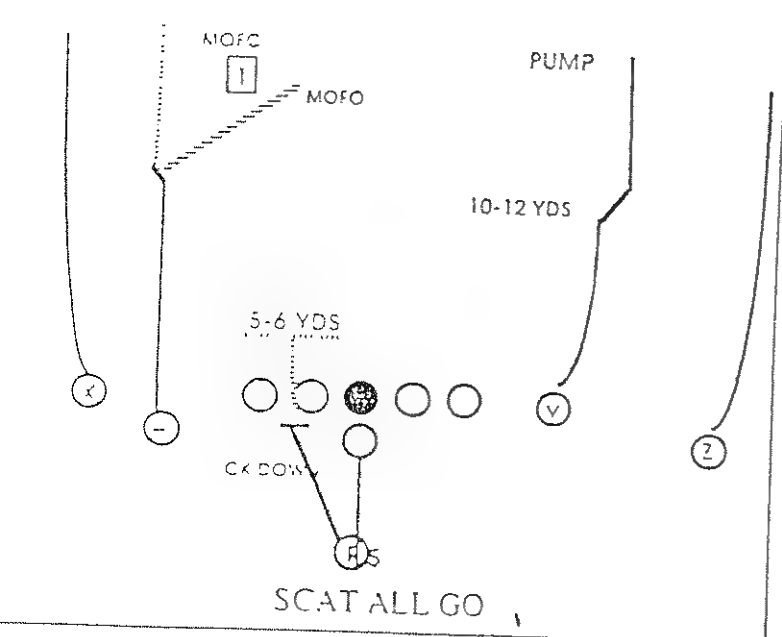
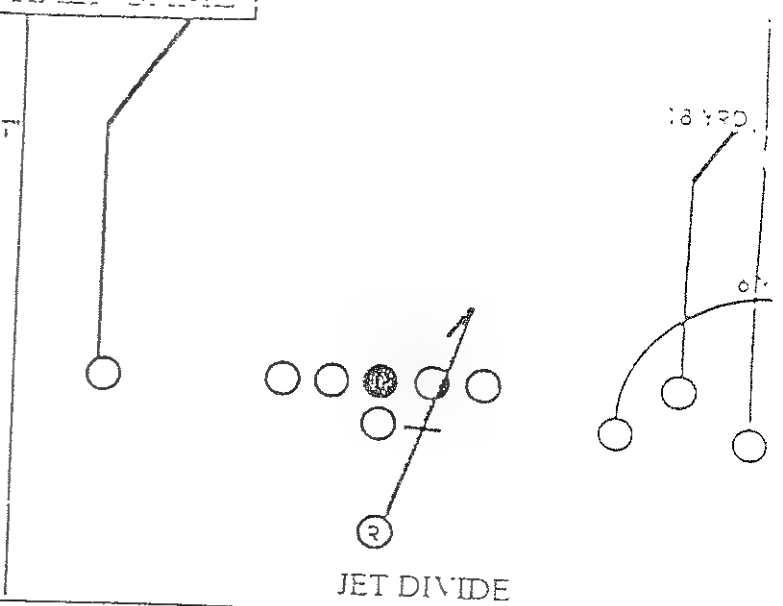
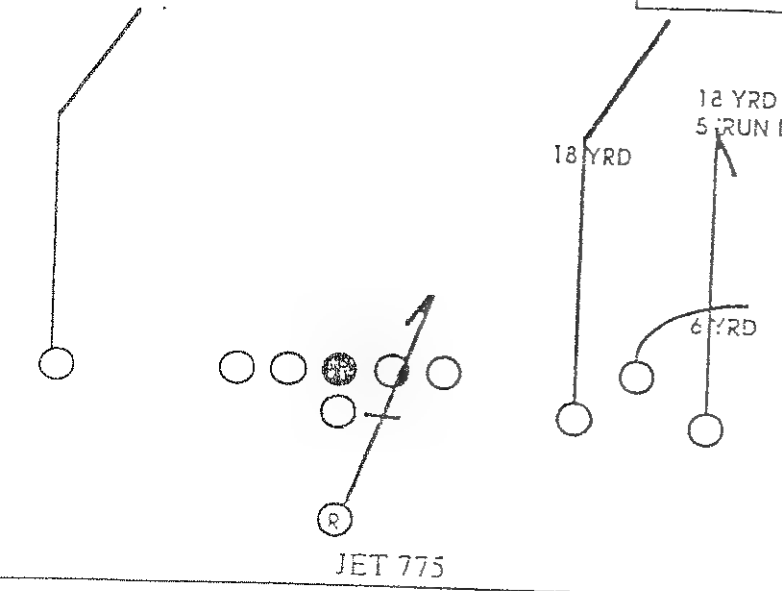
<u>AUDIBLE</u>	<u>PLAY</u>
1 SCAT GIANT	GIANT
2 SCAT DIG	DIG
3 OPTION GIANT	GIANT
4 OPTION DIG	DIG
5 OPTION STACK	68 STACK
6 SILVER 81/91	SPEED 'RUN IT'
7 SILVER 84/94	SPEED 'JUKE'
8 SILVER 89/99	QK SPEED 19
9 RED/BLUE HOUTSON	HITCHES
10 RED/BLUE ORLANDO	QK OUTS
11 RIP/LIZ DALLAS	DALLAS
12 RIP/LIZ CINCY	CINCY



(P) (R) SPLIT / CHANGE

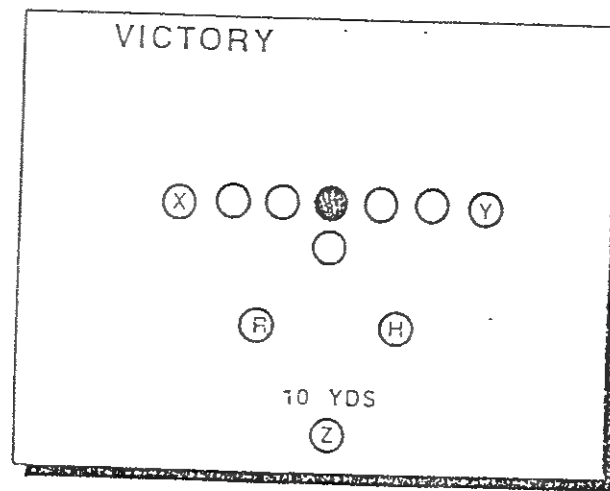
<u>AUDIBLE</u>	<u>PLAY</u>
1 SCAT TEXAS	H/R ANGLE
2 SCAT EXIT	X SHALLOW CROSS
3 SCRAM 5	X 5 - H/R DODGE
4 RED/BLUE HOUSTON	HITCHES
5 RED/BLUE ORLANDO	QK OUTS
6 RIP/LIZ DETROIT	SLANTS





## (4) FOUR MINUTE OFFENSE

1. QB alert team we are in a (4) four minute situation.
  - a) Sideline will alert you to whether a first down is needed or not.
2. Always huddle but DO NOT take too long in the huddle, let the QB work the clock at the L.O.S..
3. Keep ball away from sidelines.
4. Ball carriers cover ball with both hands and get up slowly.
5. If we are forced to throw, QB take the Sack:
  - a) unless 100% sure of the completion.
  - b) rather than stop the clock with an incomplection.
6. If we get into a situation where we can take a knee we will use the VICTORY FORMATION



- a) QB takes snap and stays up as long as possible.
- b) R and H protect the Ball and the QB (in that order).
- c) Z be alert for any fumble or mis-cue.

1. CLOCK START WHEN KICKOFF IS LEGALLY TOUCHED

2. CLOCK START ON SNAP OF BALL:

PLAYER GOES OUT OF BOUNDS  
AFTER TWO MINUTE WARNING  
CHANGE OF POSSESSION  
INCOMPLETE PASS  
TIME OUT  
TOUCHDOWN

3. CLOCK STARTS ON REFEREE'S SIGNAL

AFTER A KICK OFF

SACK

(1) FIRST DOWN

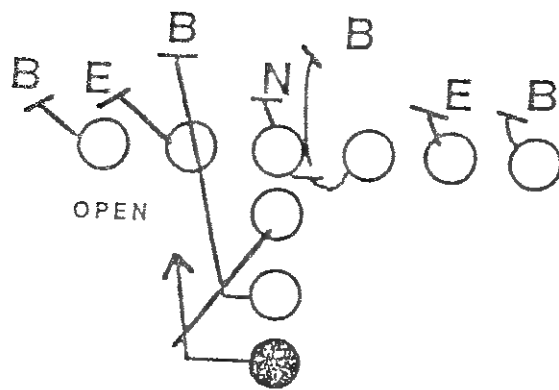
GENERAL RULE: IF OFFICIAL STOPS THE CLOCK- OFFICIAL STARTS IT  
IF A PLAY STOPS THE CLOCK - A PLAY STARTS IT

4 EXCEPT FOR EXTREME CASES THE QUARTERBACK IS THE ONLY ONE TO CALL A TIME OUT.

5 A PLAYER CAN CALL HIMSELF "DOWN" IF HE DOES NOT HAVE ENOUGH TIME TO GET OUT OF BOUNDS.

6 MOST COMMONG ERROR IN TWO MINUTE IS THINKING BALL WAS COMPLETED AND RUN OUT-OF-BOUNDS BUT WAS MARKED AS FORWARD PROGRESS AND CLOCK REMAINS RUNNING.

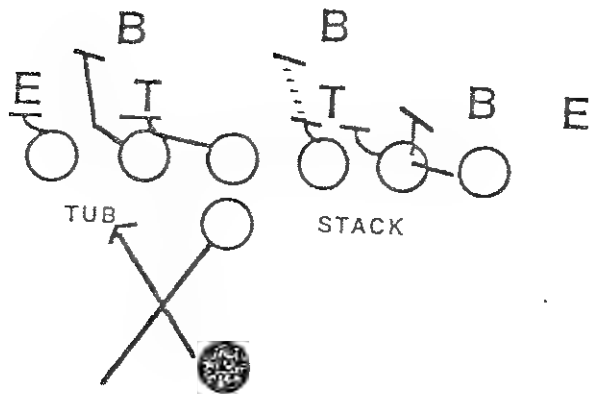




H's rule: block the the first bubble inside linebacker over the guard to the split end side. If both offensive lineman are covered then block the stack linebacker to Will linebacker outside.

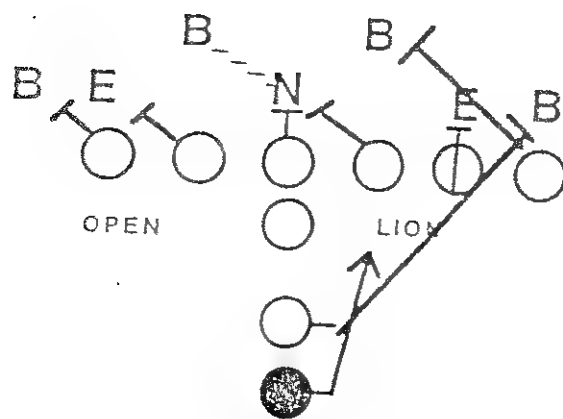
H's footwork: Angle step with the playside foot at your target and go fit square on the defender and don't let him off inside, "give second effort".

R's track and attitude: open rollover and square up thru the exchange. This track is to be run hard and fast. Key the H's block and feel the flow of the defense. If you feel the centers man come over to you or cut you off don't hesitate do it.



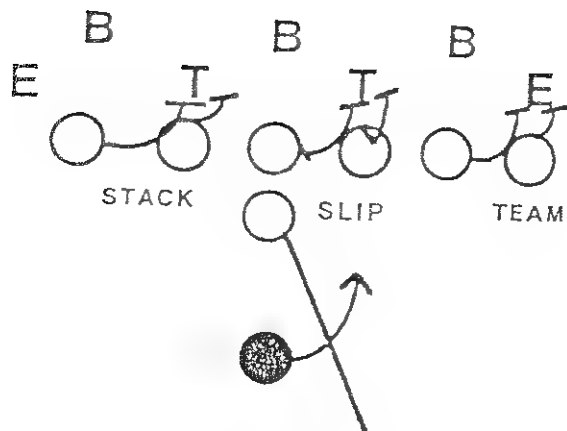
R's: This is a no nonsense make a cut and cram it play. Your landmark for your track is an angle step at the inside leg of the tackle. Press fast, if the defense flows over the top cut back. If you see a crease in front of you take it. Alert: if we catch them in a stunt and you feel pressure outside in bounce it in the open lane if you have vision of it. Do not hesitate on this play make things happen. Faster cut than Gut.

HOUND DRAW



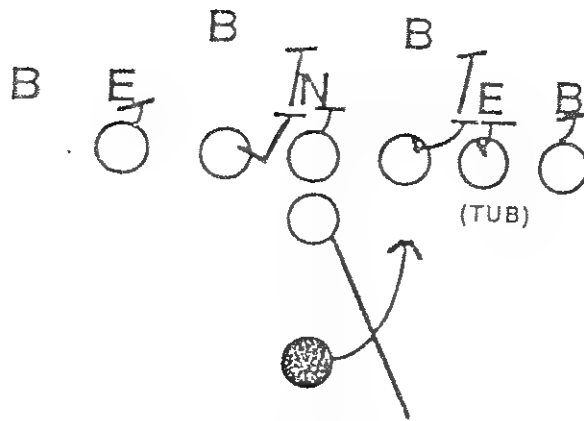
H's : block Sam Backer, think kick out unless a dog.  
 R's : shuffle , draw set and press the B gap. Key the nose if the  
 End stays wide on the draw set. Press the nose strong and get  
 him to play over the top then cut back on him and attack upfield.  
 If he stays back door then cram it and cut off the Y's block on  
 the Mike backer. (Quite often in and back out)

# GUT



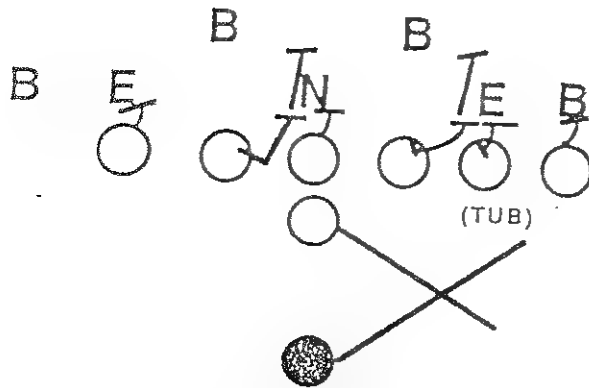
Angle step at the inside leg of the tackle, cross over and square up to exchange. Press the B gap and key the guards block. Feel the blocks on the backside, as you cut back stay tight off the o-line butts and hug your cut behind the good guys. If the guards man crosses your face then find a soft spot and cram it unless you feel a bounce read. Keep pressing forward and deal with trash as you go. Earn your yards on this play and the big runs will come naturally. Don't worry about scoring every snap. Just be sure you move the sticks or leave us second and medium or short yardage to get the next goal. (1st downs T.D.)

# GUT



OPEN roll over and square up for exchange then press the hip of the guard. Press the B gap and feel the "name combination block of the "C" and backside "G" for cut back, remember keep your cuts at the butts of the o-line and tight to the good guys. If the defense doesn't follow and you see a soft bubble in front of you then cram it. Avoid running in the middle of box holes and don't jump in too soon, work the hole and it will be there for you, jump too deep and the bad guys will stop flowing and crush the play, don't be cute get going. Trust the good guys to give you a chance to move the sticks and the big plays will come.

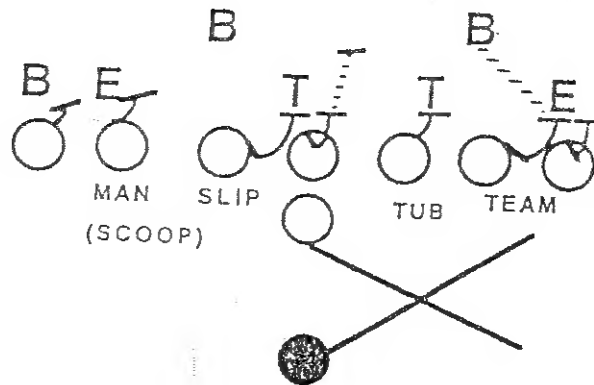
# OUTSIDE



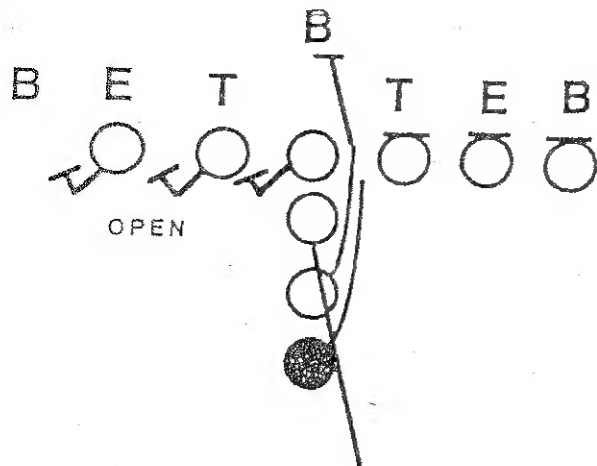
Pivot step and cross over hard and fast. Your key is still the "TE's" block but this structure will tell you to prepare to feel defensive flow. Remember keep your eyes up and trust the "Q" to get the ball in your pocket. Give the play a chance to develop so press till your about 2yds off the butt of the "TE" and then decide. Don't be suprised when you create some seams as you attack on your track. Fighter pifot mentality close then pull the trigger. "Live with your decision and if it turns grey cram it and get positives". Once again the big runs aren't forced they come naturally when you work it to move the chains.

C

# OUTSIDE



Pivot to the "TE" and cross over hard and fast on that track. It is critical you keep your eyes up and key the "TE" "T" combination scheme and trust the "Q" to put the ball in your pocket. If the "TE's" butt is back to you and or he swallows the defender then you must take the edge now. (Always stay on a discipline track until the exchange takes place.) If the "TE's" tail turns inside or you see the defender out flank you level off on your deep foot and cut back. (Use cut back rules) Any grey area on cut chase the "TE" and decide. When making a read on this play make one and live with it.

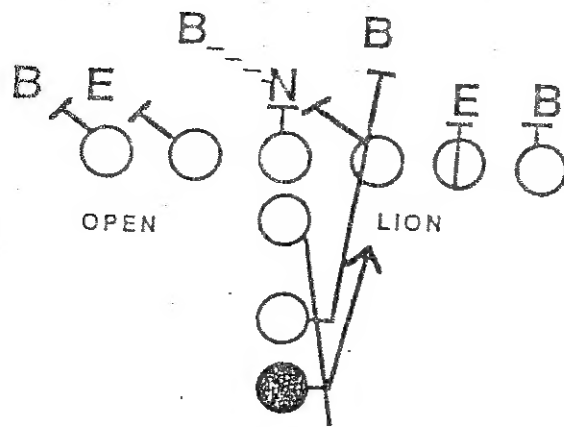


H's footwork: Angel step at the 1st linebacker off the ball "outside in". Run your track right at him and fit square to his frame. Give second effort and don't let him off inside.

R's footwork: drop step and go. This is a fast hard ball play we want you to hit this one hard and fast. Get some hard uglies on this play.

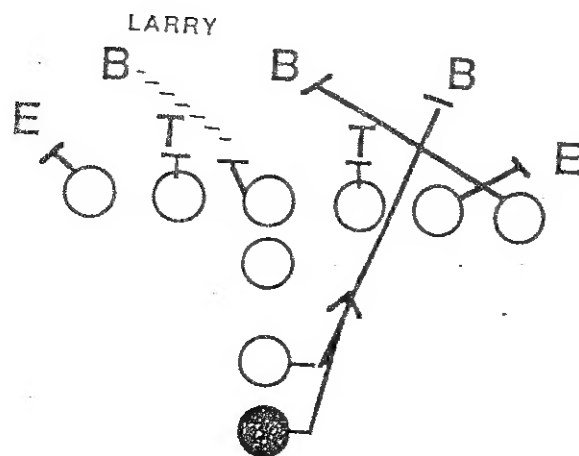
\* R's Run w/ a good base & Churn your feet thru contact





H's: Honey Bear technique and attack the Mike linebacker fit square on him.  
 Alert: your track will develop as the O-line sets to their targets. ( Honey Bear technique should give you perfect timing to set your track to Mike.  
 R's: Shuffle and pause in Q position. Shuffle over the top in split alignment.

# 



H's : Block Sam Backer, and think kick out unless it's a dog.  
 R's : Shuffle , draw set, and go. Press the B gap and key the G's  
 block on the DT front side for your cut. Think in and up all though  
 you may get a back door cut. If you press it it happens naturally.